

DL14

The Final Adventure in the DRAGONLANCE® Saga

9180

Advanced Dungeons & Dragons®



Official Game Adventure

Dragons of Triumph

by Douglas Niles



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Random encounters

In addition to the set encounters and events in the adventure, the following random encounters may occur. You may alter the frequency if you choose, or omit them altogether if the party is seriously weakened. Properly run, random encounters add flavor and excitement to the game without slowing down the adventure.

Use the following tables to set up a random encounter. Table 1 contains a list of the areas that might be explored during the course of the adventure. Next to the areas is a column labeled "Check." This shows how often you should check to see if a random encounter occurs in that area. For example, "1/3 hours" means that you should make a random encounter check once every three game hours that the PCs spend in that location. To make a check, roll 1d10. If the result is a 1, a random encounter takes place.

Next look at the column marked "Range." Roll the die listed and add the modifier beside it. Look up the resulting number on Table 2 to find the random encounter that takes place. The statistics for the encounter are given on the Combined Monster Statistics Chart.

Table 1: Random Encounter Checks

Area	Check	Range
Plains of Neraka	1/1 hour	1d10
Neraka (Outer City)	1/1 turn	1d10 + 5
Neraka (Inner City)	1/1 turn	1d10 + 7
Tunnels beneath Plains	1/1 hour	1d6 + 16
Neraka Undercity	1/1 turn	1d8 + 22
Undercity (Nightwalk/ Sewer)	1/4 turns	1d6 + 18

Table 2: Random Encounters

- | | |
|---------------------------|--------------------------|
| 1. Red dragon w/officer | 16. 8 Dark pilgrims |
| 2. Blue dragon w/officer | 17. 2d6 Gully dwarves |
| 3. Black dragon w/officer | 18. 1 Vampire |
| 4. Green dragon w/officer | 19. 1d6 Mobats |
| 5. White dragon w/officer | 20. 3d6 Giant rats |
| 6. 2d6 Freedom fighters | 21. 2d6 Carrion crawlers |
| 7. 2d6 Kapak draconians | 22. 1d6 x 200 Bats |
| 8. 2d6 Freedom fighters | 23. 2d6 Ghouls |
| 9. 2d4 Ogres | 24. 1d8 Ghasts |
| 10. 1d8 Sivak draconians | 25. 2d6 Wights |
| 11. 1d6 Hill giants | 26. 2d4 Wraiths |
| 12. 2d6 Minotaurs | 27. 1d4 x 20 Skeletons |
| 13. 1d6 Trollops | 28. 1d6 x 10 Zombies |
| 14. 1d6 Bozak draconians | 29. 1d6 Banshees |
| 15. 1d6 Aurak draconians | 30. 1 Lich |

Game Clocks

Use the following clocks to keep track of time during the adventure. The clocks are reusable, so mark in pencil.

Adventure Clock

Each [] = 1 day

	Su	Mo	Tu	We	Th	Fr	Sa
Week 1	[]	[]	[]	[]	[]	[]	[]
Week 2	[]	[]	[]	[]	[]	[]	[]
Week 3	[]	[]	[]	[]	[]	[]	[]
Week 4	[]	[]	[]	[]	[]	[]	[]

Daily Clock

Each □ = 1 turn (10 minutes)

Use this clock to keep track of time within a day.

AM:

PM:

Hour Clock

Each □ = 1 combat round = one minute

Use this clock to keep track of time within each hour.



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Prologue

Dragons of Triumph is the final adventure in the epic DRAGONLANCE® series. It recreates the climax of the epic, perhaps as described in the DRAGONLANCE Chronicles Volume III: *Dragons of Spring Dawning*, or perhaps with one of the alternate endings presented within.

In DL13, *Dragons of Truth*, the player characters journeyed to the very edge of the Plains of Neraka. If they were fortunate, the PCs passed through the Glitterpalace during that adventure and gained valuable information from the gods of good. In any event, the Heroes have before them a journey across the twisted and shattered plain to the city of Neraka itself. Here they must enter the Temple of the Queen of Darkness, seat of the most potent evil upon the face of Krynn, and try to gain ultimate victory for the forces of good.

Although this module is designed to conclude the epic series, it can be played as a stand-alone adventure. Players and DMs are encouraged to begin the series with DL1, DL6, or DL10, as these adventures each initiate significant episodes of the story. If your gaming group does not have the time for such a major undertaking, however, enough information is provided here to run DL14 as a story unto itself.

The DRAGONLANCE series tells a story. While the PCs are free to take any actions that they want within the context of the world of Krynn, the major conflicts around them are shaped by the developing story. Characters of even moderately good tendencies will find themselves drawn into the roles of epic heroes as they confront the ultimate evil of their world.

All of the player characters from previous DRAGONLANCE adventures are available for use during DL14. The characters on the module cover represent the choice of PCs the players can run during this adventure. The PCs who were not involved in DL13 can be met during DL14 and the players may choose to run these PCs rather than the ones they have been running for the last few modules. The players may also choose to use characters of their own rather than the pregenerated ones.

The group may be increased in size if you wish, but be aware of the problems inherent in running a group of 10 or 12 characters. If fewer than eight players are available, you should probably include some additional characters as NPCs or henchmen, in order to provide the group with a reasonable chance of overcoming the challenges presented in this adventure.

The Obscure Death Rule

Earlier DRAGONLANCE modules employed the obscure death rule as a means of ensuring that important NPCs remained available for use in later adventures. This rule no longer applies to either PCs or NPCs. Any characters slain during the course of this adventure can be removed from the story, subject to the usual provisions of the AD&D® rules system.

Adventure Sections

The adventure is divided into three chapters.

and represent the conclusion of the third part of the DRAGONLANCE story begun in DL10.

These chapters detail specific areas that the PCs will probably pass through during the adventure: the Plains of Neraka, the city of Neraka, and the Temple of the Queen of Darkness in the center of Neraka.

The module begins with a list of events, occurrences designed to take place at specific times during the adventure. In each chapter you will find descriptions of encounter areas. These are the significant locations placed throughout the region described in the chapter. Encounters occur only if the PCs travel to that particular location. Events, on the other hand, occur at certain times during the adventure (which is why it is important to keep track of time), regardless of the PCs' location.

The inside cover of the module includes several Game Clocks. These consist of a series of boxes that you can use to check off the passage of time during the adventure. Since events occur regardless of the PCs' actions, the Game Clocks can serve as a valuable reminder of when it is time to run an event.

For both events and encounters, those portions of the text enclosed in boxes may be revealed to the players at the start of the event or encounter. This is not mandatory. The DM may decide instead to phrase the information in his or her own words, modifying it if necessary to suit the circumstances of the situation. In general, however, boxed material is information readily apparent to the PCs and should be conveyed to the players.

The remaining material in an event or encounter description is for the DM's use only. It should only be revealed in response to PC actions.

All monster statistics are located on the module cover for easy reference. Each event or encounter lists the number of monsters encountered and any specific tactics or motivations that might apply specifically to that situation.

Among the statistics on the Combined Monster Statistics Chart is a column listed as THAC0 (To Hit Armor Class 0). This is a shorthand notation that makes it easy to determine the creature's chance to hit an opponent of any Armor Class. Simply subtract the character's AC from the monster's THAC0 to determine the number needed on 1d20 for the monster to hit that character. Remember that subtracting a negative number is like adding a positive number. Thus, a monster with a THAC0 of 15, when attacking a character with an AC of -2, needs a 17 (15 - -2) to score a hit.

Ability Checks

Occasionally an Ability Check is called for during the adventure. This is a check against one of the character's abilities (Dexterity, Wisdom, etc.) and is referred to as a Dexterity Check, Wisdom Check, or whatever ability is being checked against.

To make an Ability Check, roll 1d20 and compare the result to the character's appropriate ability score. If the roll is less than or equal to the character's ability score, the action succeeds. If the roll is greater than the score, the action fails, and the character suffers whatever horrible consequences are described.

Events

Since the module tells a story, certain events will occur during the adventure to advance the plot of the story. Regardless of the actions of the PCs, the world will go on around them, and these events are designed to reflect this. The events for this adventure are listed and described on pages 7-13.

A Note on The DRAGONLANCE Novels

Some of your players may have read the DRAGONLANCE Chronicles trilogy of novels. Players using PCs from the story will find that their understanding of both the characters and the world is enriched by this reading. Dungeon Masters will certainly find that their feel for the world of Krynn, and their ability to communicate this feeling to the players, is enhanced by reading the novels. The novels are not required to play the adventures, however.

Players should understand that reading the novels does not give away information that will take the mystery and excitement out of the game. The information related in the books is similar, but by no means identical, to the events and encounters in this module.

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In fact, players who assume that the adventures unfold exactly as given in the novels will quickly find themselves in a great deal of trouble! The adventure attempts to re-create the conditions of the story, but it leaves the decision making and role playing up to the characters and the DM. Remember that neither PCs nor NPCs are obligated to perform the actions that they do in the books!

Because of the variety of endings presented for the saga, it is quite likely that the means of defeating the Queen of Darkness in the adventures is completely different from that presented in the novels. Allow your game to have its own feeling and texture.

The DRAGONLANCE® adventures create a complex saga. To run it well, you should take the time to read the adventure carefully before you play it. Try to anticipate your players' reactions, and think of ways to motivate them to remain within the boundaries of the module. Within these boundaries, allow them freedom to explore the setting and discover the information they need through their own actions and initiative. Do not lead them by the nose, or prohibit them from certain actions. Instead, try drawing them in the direction desired by using tantalizing bits of information. Do not be afraid to improvise to make the adventure more enjoyable for your players.

a Note on Play

Dragons of Triumph is a high-level module, with high stakes. The enemies of the Heroes are neither stupid nor careless. This is the center of the Dragon Empire, and as such is well and carefully guarded.

This is one of the most complicated adventures in the series, and requires that you remain on your toes at all times. You must be fully aware of the procedures used by the Highlords for the defense and safeguarding of their citadel. These precautions are extensive indeed, but not impossible to overcome if the PCs are careful.

For the Highlords' defenses to be convincing, however, you must keep them in mind at all times. The disposition of troops within and without the city, the procedures for entry and exit, the protocol of troops entering the gates of the city, and the pattern of watches and guards set up throughout the city and temple will all affect the actions of the PCs. You must learn this information and keep it in mind throughout play. The players should feel that this obstacle is a challenging and dangerous one—it is up to you to make sure that they are not disappointed. Keep in mind, however, that no situation should ever be truly hopeless

in heroic fantasy role playing. There should always be a way out of a jam if the players display the ingenuity and spirit to discover it.

Furthermore, this is the big finish. If you have been playing the entire series, this is the culmination of about two years of role playing for your players. As the big payoff, it must not come easily. Make them work for it, and make it fun! Your players' memories of the entire saga will be capped by their experience playing this adventure. Prepare carefully, play your best, and pull out all the stops!

Other Sections of The DL14 Package

Dragons of Triumph contains three books. The adventure occupies one of these and ends with appendices that list the major NPCs figuring in this part of the story, the climactic BATTLESYSTEM™ scenario, and the epilogue.

The second book consists of all the maps necessary to run this adventure, as well as a collection of fully prepared BATTLESYSTEM roster sheets. You may want to carefully remove the stables binding the book together. This will allow you to collect the maps together as you need them for play, and also to sort the rosters separately if you decide to play the climactic battle to augment the finale of the saga.

The BATTLESYSTEM rules engagement is completely optional, and players interested in role playing the adventure will not suffer if it is not used.

If your players have enjoyed the game on both a role playing and a battlefield level, however, the BATTLESYSTEM scenario represents a grand culmination to the military resolution of the conflict. It is, incidentally, the largest battle ever published for the AD&D® game system on a tactical level. Five evil armies take to the fields around Neraka to meet the combined forces of good as they march on the citadel of evil.

The battle setup and play is specifically described on page 40 of this book. Its use can considerably augment the climax of the adventure for those players interested in large-scale tactics. If your role-playing group is not interested in pursuing this course, the battle can be used as a ready-to-play scenario for any players of BATTLESYSTEM rules or fantasy miniatures.

The third book of the package is the Krynn source book. Here you will find a collection of some of the information presented in the appendices of other DRAGONLANCE modules. New monsters, such as draconians, for example, are described in the source book rather than in a separate appendix. Also in-

cluded are all creatures unique to Krynn.

The source book is designed to allow you to carry your campaign forward in Krynn, if you should so desire, after the conclusion of the War of the Lance. Given are descriptions of the history of Krynn and the status of the world following the War of the Lance, as well as a listing and brief description of the nations of Krynn. Magical items and creatures unique to Krynn are also detailed.

The module also contains a full-color map of the continent of Ansalon on the world of Krynn. This map includes the settings of all of the DRAGONLANCE series of adventures. It can be used as a campaign aid for future adventures on the world of Krynn, as a reference for this module, or as a poster for those who wish to have an attractive and colorful commemoration of this role-playing saga.

The World of Krynn

Several important differences exist between the world of Krynn and a standard AD&D® game adventure world. Most of these differences are elaborated on in the source book, but a few will affect the play of this module. Players and DMs new to the world of Krynn should be aware of these differences.

Clerics

Centuries before the War of the Lance, the world was wracked by a mighty Cataclysm brought down by the gods as punishment for the arrogance of Krynn's inhabitants. During this Cataclysm, knowledge of Krynn's true gods vanished, as did all clerical abilities. Only recently, with the accomplishments of the PCs as set forth in DL1, *Dragons of Despair*, has knowledge of the true gods been returned to the world.

True clerics now wear a medallion of faith bearing the symbol of their god. Only two gods of good are known: Mishakal, goddess of healing, and Paladine, the Celestial Paladin and ultimate god of good alignment. All PC clerics brought into the campaign must be of good alignment and follow one of these two gods. In addition, some NPCs who have heard of or met the PCs during the course of their adventures are familiar with these gods.

Certain NPC clerics of evil alignment are followers of Takhisis, the Queen of Darkness. These clerics, and PC clerics, have the normal clerical abilities of spell casting, turning undead, etc. All other NPC clerics have no clerical abilities, as word of the return of the true gods is slow to spread among the peoples of Krynn.

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Kender

Halflings are unknown on Krynn, but the world is populated by a very similar race: the kender. Kender resemble wizened 14-year-olds and wear shoes. They have an insatiable curiosity, and are completely immune to all types of fear, whether magical or otherwise. Kender also have the ability to taunt opponents into reckless attacks by enraging them with verbal abuse. Any creature taunted by a kender must save vs. spell or attack wildly for 1d10 rounds. Such creatures suffer a -2 penalty to all attack rolls and a +2 penalty to AC for the duration of the taunt's effect.

DRAGONS AND DRAGONLANCES

For long centuries before and after the Cataclysm, dragons were not seen anywhere on the face of Krynn. With the beginning of the War of the Lance, evil dragons returned to Krynn, spearheading the invading armies of the Dragon Highlords. With the conclusion of the PCs' adventure in DL9, *Dragons of Deceit*, good dragons also returned to Krynn and joined in the war against evil.

Now dragons of all colors and sizes are commonly encountered. The setting of this adventure is well populated with an assortment of evil dragons, as it is with all of the minions of the Dark Queen. Good dragons are rare in the areas around Neraka, although the optional BATTLESYSTEM™ scenario includes forces of good dragons that arrive with the rest of the armies of good.

The knowledge necessary to forge Dragonlances, potent magical weapons that have aided the war against evil, was gained through another of the PCs' exploits, this time detailed in DL7, *Dragons of Light*. Dragonlances—elegant needles of steel and silver—are being forged as quickly as possible, and have proven invaluable in combatting the evil dragons.

There are two types of Dragonlances: a footman's lance, and a mounted lance. The footman's lance is eight feet long and can be wielded by a fighter. The mounted lance is twice as long and correspondingly heavier. It can only be wielded by a fighter mounted on a dragon or other large steed, such as a heavy warhorse of 21 or more hit points. Mounted lances often bear an attached shieldguard. These lances are almost always used by fighters mounted on dragons, because the awe power of dragons makes horses and other steeds relatively useless against them.

A footman's Dragonlance inflicts 1d6 points of damage to small or medium foes and 1d8 points of damage to large foes. The

weapon has a +1 bonus to hit if hand held. It can also be cast as a spear, but with a -2 penalty to the attack roll. When used against dragons, a footman's Dragonlance inflicts damage equal to the hit points of the wielder. Thus, a 24-hit-point fighter would inflict 24 hit points of damage to a dragon.

The mounted lance inflicts 2d4 +1 points of damage to small- or medium-sized foes, and 3d6 points of damage against large targets. Against dragons, it inflicts damage equal to the total hit points of the wielder and the mount. If not mounted, the lance causes 3d6 points of damage against dragons. The weapon has a +2 bonus to hit, but only when mounted.

MONEY

Unlike the gold standard of the usual AD&D® campaign, steel is the most valuable metal, and gold is common and is of little worth.

One steel piece (stl) is the equivalent in purchasing power of a gp in a standard campaign. A gold piece on Krynn is the equivalent of a silver piece in a standard campaign.

DEMISHUMAN RACES

All PC elves are Qualinesti elves, unless specifically stated otherwise on a character card from a previous DL adventure. These elves are currently without a homeland, as the lovely forested regions of Qualinesti have been occupied by the Dragonarmies. Fortunately, most of the inhabitants were able to successfully evacuate their homeland and flee westward to the island of Southern Ergoth. They live there now in a state of uneasy alliance with the wild Kagonesti elves and the Silvanesti elves.

PC dwarves, unless previously indicated otherwise, are hill dwarves. PC dwarves arriving from other campaigns will probably be hill dwarves as well. Two other races of dwarves, the mountain dwarves and the gully dwarves, exist on Krynn. There is tremendous bitterness and antagonism between the hill dwarves and the mountain dwarves, while all of the civilized inhabitants of Krynn regard the gully dwarves as filthy, miserable creatures.

THE STORY THUS FAR

The player characters were introduced to the War of the Lance approximately a year before the time of this adventure. At that time, the armies of the Dragon Highlords had been spreading their influence over Krynn for many months, but the primitive state of communi-

cations and magic in the world prevented word of the war from spreading beyond the areas of its immediate effect.

The evil armies overran the eastern portions of the continent of Ansalon easily, quickly, and cruelly. These nations were small, widely separated, and made up of many different and bickering races.

Scarcely pausing to consolidate their holdings, the Highlords next turned to the west. Five mighty armies, each spearheaded by dragons of one of the evil varieties (red, green, blue, black, and white) smashed into the countries of the northern plains and the regions of Tarsis and Abanasinia to the south.

It was in Abanasinia that our story began, as the Heroes and their peaceful village of Solace were swept into the maelstrom of warfare. The barbarian princess Goldmoon, bearing a precious crystal staff, rallied a group of brave characters. Together, the party set off for the sunken ruins of the ancient city of Xak Tsaroth, now buried deep beneath a fetid swamp.

Here the Heroes first encountered the abominable draconians of the Dragonarmies. These vaguely humanoid creatures, with scaly skin and the wings and teeth of dragons, ransacked and plundered in the van of the Dragonarmies. At Xak Tsaroth, the Heroes penetrated deep beneath the city, and had their first encounter with a creature from what they all had assumed to be fanciful legend: a dragon!

The crystal staff enabled the party to slay the monster. Among the dragon's treasures they discovered the legendary Disks of Mishakal—priceless platinum circles that contained knowledge lost for centuries. Through the disks, the Heroes began to return knowledge of the True Gods to the land of Krynn. Goldmoon became the first of the new, spell-casting clerics.

But Abanasinia and its pastoral neighbor, Qualinesti, were soon overrun. The encroaching Dragonarmies seemed to push all resistance out of their paths as they drove into the mountains of the dwarven fastness of Thorbardin.

The Heroes rescued hundreds of slaves captured from the lands around Abanasinia, and led the huge party southward through a long and bitter winter march. At great cost they persuaded the mountain dwarves to shelter the refugees, while the Heroes proceeded to the ancient seaport of Tarsis, seeking passage to the west for their pitiful throng.

Tarsis, once a fabled seaport, now lies 50 miles from the sea, a fact the Heroes did not discover until they reached the city. The Cataclysm that wrought such devastation across the

PROLOGUE

face of Krynn also changed the nature of the shorelines, and the city now stands in the midst of a barren plain.

As the Heroes despaired in Tarsis, the city was struck by the advance elements of the Red Dragonarmy. In the chaos and confusion as the city collapsed around them, the Heroes were separated. One band, the Heroes of the Lance, made their way to the south, fleeing across winter's plains to the looming fortress of Icewall Castle. The other group, the Heroes of Legend, was rescued from death by Alhana Starbreeze. When the Heroes of the Lance reached Icewall Castle, they battled the White Dragon Highlord, Feal-Thas, defeating him and driving off his serpentine steed, Sleet. These Heroes then salvaged an ancient sailing ship and set sail for the island of Sancrist, where a great council of good was reported to be gathering.

The ship was wrecked on the shores of Southern Ergoth, however, and the characters became embroiled in a spiteful war among the various factions of elves who had made their homes on that island. While fleeing the conflict, the Heroes discovered the mighty tomb of Huma, legendary hero and bane of dragonkind.

And here they discovered the secret of creating the Dragonlances.

Finally, these Heroes reached Sancrist and participated in the fabled Council of Whitestone, where the rival factions of elves and humans at last achieved an uneasy alliance. The alliance centered around the Knights of Solamnia, an ancient order of chivalry and honor.

Even the knights were riddled with dissen-

sion, however, and the alliance of good forces was chaotic.

On the northern Solamnic Plains, only one land remained free from the Dragonarmies. This was Palanthus, and here the Knights decided to make their stand. Palanthus is separated from the rest of Krynn by a single mountain pass, and this pass is controlled by a mighty fortress: the High Clerist Tower.

The Blue Dragonarmy hurled itself against the tower in a savage effort to drive through the pass to the valuable port of Palanthus beyond. Battle raged in the pass for many days, and ultimately, the Blue Army was halted.

But everywhere else the evil forces swarmed forward. The good dragons remained mysteriously absent, while evil dragons ruled the skies and brought terror and death to all who stood in their way. And so the Heroes journeyed to the city of Sanction, huddled beneath the looming volcanoes known as the Lords of Doom, to determine what dark secret prevented the good dragons from joining the fight.

This secret was learned to be an Oath, exacted by the Queen of Darkness herself, that the good dragons remain beyond the borders of Ansalon. As insurance that the oath would be obeyed, the Queen held the eggs of the good dragons hostage, deep in the tunnels below Sanction.

On this journey, the heroes discovered the true depths of the Queen's betrayal of the Oath. The eggs were not sheltered and protected, as she promised. Instead, through foul magics and evil enchantments, the eggs of the good dragons were perverted to create the evil draconians. These mysterious troops of evil

were none other than the twisted offspring of good dragons.

When this truth was revealed, the good dragons instantly sallied forth to war. Armed at last with Dragonlances, and riding the mounts for which they were intended, the forces of good began to drive the Dragonarmies back.

The other party of Heroes, the Heroes of Legend, separated from their companions during the fall of Tarsis, journeyed east to the ancient elven homeland of Silvanesti. Here they discovered a nightmare land, bent and violated by the dream ramblings of the elven king, Lorac. Lorac had tried to use a *Dragon Orb*, an artifact of great power, and the *Orb* had taken control of the elf.

Wandering through Lorac's nightmare, the Heroes managed to free Silvanesti from the mad ravings of its king. Continuing northward, these Heroes journeyed through the Bloodsea of Istar, braving pirates and dragons. Finally, they reached the city of Kalaman on the northern Shore of Ansalon.

Amid raging war and a narrow balance between hope and despair, this group of Heroes determined to make their way to Neraka, where the Temple of Takhisis herself was located. Along the way, they received a sign from Paladine, the great god of good, pointing the way toward the Dark Queen's destruction.

And now they stand on the borders of Neraka, looking across a chaotic plain of crevasses and fiery flumes. The Temple of the Dark Queen lies against the horizon ahead.

For good or evil, the Heroes stand poised to end their long quest...



ENDING THE EPIC

Takhisis will attempt to gain her ultimate triumph by passing from the Abyss to the Council Chamber in her Temple during the Second Council of the Dragon Highlords. If she is successful, her armies will gain renewed strength, again surging over the face of Krynn.

If she can be driven back through the gate, or if the gate can be closed, she will return to the Abyss and the chaotic alliance of the Dragonarmies will collapse in disorder. Your players will have only one means of accomplishing the defeat of the Queen.

If you have played DL13, you have already determined which ending applies to the story in your campaign. If not, this section details the six possible endings.

You can either randomly pick one of these endings randomly by rolling 1d6, or you can select the one that you want to use as a climax to your campaign.

Some of these endings require that a specific NPC (Fizban, Wайлорн, or Berem) accompanies the PCs during the adventure. While you do not need to guarantee that this NPC remains alive during the adventure, you should be sure that the NPC is present at the start of the adventure.

1. FIZBAN/PALADINE VS. THE QUEEN OF DARKNESS

Fizban is Paladine, and only his direct intervention will seal shut the gate to the Abyss. He must make his way into the tower with the aid of the PCs. If he uses his tremendous power too early, then the Queen of Darkness is alerted to his presence, and has time to prepare her defenses.

To succeed, Fizban must be brought into the Council Chamber of the Temple during the Second Council of the Dragon Highlords (Event 15). There, he must confront the Queen of Darkness.

There is a base 100% chance that Fizban is able to drive the Queen back through the gate. However, every spell he casts during the adventure reduces this chance by a percentage equal to twice the spell's level.

For example, if Fizban casts a 9th-level spell, his chance of defeating the Queen of Darkness decreases by 18%, and is now only 82%. If Fizban then also had to cast a 5th-level spell, the base chance would be reduced an additional 10% to 72%.

Because of the phenomenal energies required to push the Queen back into her own plane, Fizban only gains back 10% toward his chance of success for each day during which he casts no spells.

In the above example, if Fizban, now with a 72% chance of success, casts no spells for an

entire day, his chance increases to 82%.

The nature of this climactic battle is such that all those present in the council chamber are aware of the outcome. Should Fizban fail, the troops in the hall, as well as the Queen herself, attack the party.

2. HUMA RETURNS FROM THE PAST

Fizban is just a crazy old wizard. Wайлорн, on the other hand, is the resurrected Huma of legend. He alone possesses the secret needed to drive the Queen of Darkness back into the Abyss and seal the gate. Huma must be brought to the gate during the Second Council of the Dragon Highlords, and there use a Dragonlance to drive the Queen back into the Abyss. There he will hold her at bay while the gate shuts behind him, sacrificing himself for the good of the world.

To succeed, Wайлорн must be brought into the Council Chamber with a Dragonlance. He must enter the portal before the Dark Queen emerges.

3. SACRIFICE SELF TO SEAL THE VOID

This is essentially the same as ending #2, except that a PC must drive the Dark Queen back through the portal and keep her at bay while the gate is shut. Fizban, although he is Paladine, may not intervene directly. He may, however, direct those of the world who may alter the course of history.

To succeed, the character must be in the council hall with a Dragonlance during the Second Council of the Dragon Highlords. Presenting the Dragonlance forcefully, the character must drive the Queen back through the portal. Once on the other side, the PC can close the portal behind him.

4. BEREM/PALADINE SEALS THE GATE

Fizban is just a crazy old man. Paladine has taken the form of Berem to reclaim the soul of Berem's sister from the temple. Once this is done, he can then seal the gate.

To succeed, Berem must drive the Dark Queen through the gate as described in ending #1.

5. BEREM AND HIS SISTER

In this version, Berem Everman takes the green gemstone down into the depths of the temple of Takhisis and places it into the foundation stone. This reunites his soul with that of his sister, and makes the temple once more a holy place. Through this act, the gate through which the Queen of Darkness attempts to pass is shut forever and her influence much diminished in the world.

To succeed, Berem must be brought to the foundation stone in the depths of the temple (Encounter 58), and his bare chest pressed against the socket in the stone.

6. DEATH OF THE GEM

Contrary to the version in the books, placing the gem in the foundation stone does not seal the gate. Rather, it permanently opens it. It is for this reason that the Queen's minions have been seeking the gem.

To succeed, the PCs must destroy the gem. The only way this can be accomplished is by bringing Berem to the Anvil of Might (Encounter 80) and breaking the gem on the anvil.

THE BAND OF HEROES

As already mentioned, a certain NPC may be required to make the ending work. Make sure that the given NPC is with the party at the beginning of this adventure (Event 1).

In addition, virtually all of the PCs from previous DRAGONLANCE® adventures could take part in this conflict.

If you have played DL13, you will already have a group of PCs gathered from that adventure. If this group has been depleted by combat, or if players would like to involve other, favorite player characters for the final encounter, the following device is suggested.

The armies of Whitestone, under the command of Lord Gunthar, are drawing in upon Neraka as this adventure begins. All PCs not with the Heroes of DL10, DL12, and DL13 are assumed to accompany these armies.

The Heroes of this adventure begin at Godshome. Arrange an encounter between one of the Whitestone armies and the PCs. This will allow the two parties of player characters to at last reunite.

The players must choose which eight PCs (from either group) that they wish to journey to Neraka and thwart the Dark Queen's plans. The other PCs are all assumed to fight with the armies of good against the Dragonarmies. If this battle is run using the BATTLESYSTEM™ scenario included in this adventure, then the extra PCs can act as leaders of the Whitestone forces, if the players wish.

A small party of Heroes must penetrate Neraka and try to foil the Queen's plans. This information, furnished by the gods of good themselves, should provide ample motivation for holding the party to a manageable size. (The adventure is designed for eight PCs.) Certain encounters during the adventure will prove difficult for larger groups of characters.

The events of The Tale



Unlike those of most other DRAGONLANCE® adventures, the events of this adventure are all listed at the start of the module. These events occur regardless of the PCs' location.

Following the timeline is a listing of repeating events. These events occur every day, or almost every day, at the times and locations listed. You should pay careful attention to the repeating events to make sure that their effects on the adventure are included.

For purposes of this adventure, sunset is assumed to occur at 8:00 PM every day, and sunrise at 5:00 AM. A condition of twilight will exist for 1/2 hour before sunrise and after sunset.

Timeline

Day 1

- Event 1: Meeting at Godshome
- Event 2: The Armies of Gunthar
- Event 3: Storm Clouds over Neraka

Day 2

- Event 4: The Dead of Neraka Awaken

Day 3

- Event 5: The Gates of Neraka Close
- Event 6: The Inner City is Cleared

Day 4

- Event 7: White and Green Armies Arrive

Day 5

- Event 8: Black Army Arrives

Day 6

- Event 9: Red and Blue Armies Arrive
- Event 10: Armies of Gunthar Close on Neraka
- Event 11: First Council of Highlords

Day 7

- Event 12: Call to Arms
- Event 13: Procession
- Event 14: Battle of Neraka
- Event 15: Second Council of Highlords

Repeating Events

- Event 16: Guard Postings
- Event 17: Dark Rites
- Event 18: Ribaldry
- Event 19: Nightwalk
- Event 20: Caravans

Event 1: Meeting at Godshome

This meeting concludes DL13 and also starts DL14. If your players have just finished DL13, you may wish to proceed immediately to

Event 2. If they have not played DL13, or concluded it more than a week or two previously, you should run this event since the information presented is extremely important.

In the unlikely event that your players played DL13 but did not enter the Glitterpalace, then they will not have been placed at Godshome, nor will they have received the blessings of the gods or the valuable information they can provide.

In this case, make sure that you have not chosen Ending #3 (Sacrifice Self to Seal the Void), since the PCs have no way to get this information. Skip Event 1, and proceed immediately to Event 2 to begin the adventure. Event 2 occurs on the Neraka Plains, or wherever the PCs ended up after DL13.

A fresh breeze washes gently over the mountains as the day dawns. A rosy glow blankets the encircling peaks to the east, while the stars slowly fade overhead. This peaceful vale contains a flat circle of mirrorlike stone in its center. Tall pillars stand around the shiny surface. This place feels holy, and smells of peace.

This is Godshome. The pillars represent the gods of Krynn. If the PCs did not play DL13, inform them that they awaken here after an

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exceptionally restful night of sleep. The highest ranking cleric in the party recognizes the place as Godshome and knows it to be on the borders of the Neraka Plains.

If the PCs do not have at least two Dragonlances with them at this time, they will find two (or one additional if they have one) footman's Dragonlances by them when they awaken.

The following warnings are provided to the PCs from voices originating from the pillars around the stone circle.

"Welcome, Heroes of Krynn. The gods of good greet you, and offer words of hope and caution. Now is the time for all to prepare for the final assault against the darkness oppressing Krynn!"

"Even now, mighty armies of good converge on the Plains of Neraka. The Highlords, in their arrogance, will not allow a siege. Therefore, a titanic battle will soon rage on the plains west of that most evil of cities.

"Your presence is required at Neraka. Each of you must decide where your talents may best be used: leading the armies of good, or quietly entering the city to destroy the evil at its foul source."

Now the gods will pronounce a blessing on the PCs through the highest level cleric. The cleric is told to cast a bless spell, which causes a white light to shimmer around all characters in its area of effect. The following blessings are spoken by the pillars:

"Know that good redeems its own. If the blessed are true, then shall the might of the gods accompany them. Go with the hopes of many!"

"Know that evil consumes its own. If the temptress entangles you, then you are lost. Deny temptation and maintain your quest!"

"Know that the balance is true. Seek for the good, even among the evil!"

"Know that man's will swings the balance. When you choose your destiny, the world's destiny is decided. Choose your path wisely."

Now read only the section of boxed text below that corresponds to the ending you have determined for the epic.

1. fizban/Paladine vs. The Queen of Darkness

Greatness walks among you. If the mage be no wizard, then his power is of us. Spend not his strength until he comes before the Queen.

2. Waylorn/huma Returns from The Past

A Hero walks the world twice. If the lance be in his hand, he will again do the deed. He seals the gates in the council of evil.

3. Sacrifice Self To Seal The Void

The lance will close the gate. If a life is forfeit to save the world, it is not lost in vain. With the lance carried through the portal, may a hero destroy evil.

4. Berem/Paladine Seals The Gate

The stoneman walks in disguise. If taken before the Queen shall his nature be revealed. In the council chamber shall he prevail.

5. Berem and his Sister

The stone-hearted one holds the key. If the foundation can be found, then the souls can be one. His fate lies far below evil councils.

6. Death of The gem

The life-giving stone threatens peace. If the stone is taken whole shall the Queen rejoice. Only an anvil on high shall crush its power.

As long as the Heroes remain true to their mission, and do not dally to gain treasure, drink heavily, or follow other pursuits of vanity or greed, the following blessings remain in effect:

* Fortuitous Meetings: In cases where friendly help might be available, and the PCs need help, that help is there. For example, if the party is stumped, and they pass a tavern that might contain a member of the underground, an NPC who can help is in the tavern.

* Presence: When the PCs do not wish to be noticed, the chance of being detected is

halved. If they do wish to be noticed, the chance is doubled. This includes blending into crowds as well as normal concealment.

* Sincerity: The PCs receive a +10% bonus any time they try to make an NPC believe them. This applies to good and evil NPCs.

Event 2: The armies of gunthar

Use this event if you have played earlier DRAGONLANCE® modules and have divided the PCs into separate groups. This event enables the PCs to reunite so that the players may decide which PCs go to Neraka and which remain with the armies.

The event occurs as the Heroes leave Godshome. Make a normal surprise roll for the PCs (only). If they are surprised, read the boxed text; if not, they see the dragon approaching a half mile away.

A dark shadow suddenly passes over you, and massive leathery wings creak overhead. A downblast of air sweeps past, and a massive, serpentine shape comes to rest on the ground 100 feet away.

Any character looking at the dragon sees that it is shiny silver in color, and carries one (possibly two) riders.

This dragon and its rider are outriders for the armies of good that are converging on Neraka. The rider is one of the PCs from the other party of DRAGONLANCE characters or perhaps even both Flint and Tasslehoff.

The newly met PC can be turned over to a player to run, and knows the following pieces of information:

* Armies of elves, dwarves, kender, and humans, under the overall command of Lord Gunthar, approach Neraka from the west, north, and southwest.

* All of the other (surviving) PCs from previous adventures can be found nearby, also serving as dragon-mounted outriders.

* All five evil armies are converging on Neraka, apparently following orders that were carried out from Neraka by dragons. They will reach the city before the armies of good catch them.

The PCs can arrange a party containing any eight (or so) PCs from the saga they would like to include. Inform them that the armies of good also need experienced Heroes to command troops and steady the soldiers, many of whom are raw recruits.

If they wish to take all of the PCs from the saga, you may want to remind them that a

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large group might be discovered where a small group can pass unnoticed. Leave the final decision of the size of the party to the players, however.

EVENT 3: Storm Clouds over Neraka

As the day progresses, huge gray clouds collect over Neraka. By late afternoon, they blacken the sky over the city. Bolts of lightning flash through the clouds and are visible miles away.

Beneath the clouds, a torrential downpour showers the city and its immediate environs with water. Thunder crashes deafeningly from the clouds.

The storm continues unabated for 1d6 days. At night, the lightning illuminates the city so frequently that visibility should be considered as practically daylight.

EVENT 4: The Dead of Neraka awaken

On midnight of the first day of the adventure, all of the dead buried beneath the city awaken and arise. A horrible mix of wailing, screaming, and moaning erupts from the sewer grates and other openings leading to the Undercity.

The dead gradually make their way to exits leading to the streets. This begins the first Nightwalk (see Event 19). The Nightwalk is repeated each night until the Queen is defeated or achieves her ultimate success.

EVENT 5: The gates of Neraka Close

This event occurs 1d6 hours after dawn on the third day of the adventure. Up until this point, members of all races and professions (merchants, pilgrims, mercenaries, etc.) have been allowed to pass unmolested through the gates of the city.

After the gates close, however, no one is allowed to pass through except those with a legitimate reason in the service of the Dark Queen. Characters attempting to do so must be officers in the Dragonarmies, or possess a signed order by an officer, or must be able to convince the guards that their mission serves the interests of the evil armies, but that the characters were unable to obtain a pass because of unusual circumstances.

EVENT 6: The INNER CITY is Cleared

This event occurs two hours after Event 5. All merchants of the Inner City are required to prepare for the coming armies by stockpiling as many goods as they can obtain. All private citizens are warned to remain in their homes or places of business. No movement into the streets is allowed unless permission has been granted by the Area Commander or the Captain of the

Guard. This permission may be obtained by submitting a written request to the authorities via one of the guard patrols which now course through the city at frequent intervals.

Encounters in this portion of the city occur at the usual frequency. However, if a random encounter is indicated, roll 1d6. If the result is a 1 or 2, make a normal encounter roll on the Random Encounter Tables. Otherwise, the encounter is with a draconian guard patrol of the appropriate color.

Those caught in the streets without the required permission are taken directly to the Captain of the Guard (Encounter 38).

At the same time as this event occurs, the Dark Temple is sealed. No entry is allowed, for whatever reason, through the main gates. The Dark Pilgrims within the temple remain there for the duration of the adventure. The only legitimate entry and exit from the temple can occur at the Highlord gates, where each Highlord, and his or her retinue, are allowed to enter and leave for each of the Councils of Highlords.

EVENT 7: White and green armies arrive

Each of these armies marches onto the Neraka Plains during Days 2 and 3. Each army camps 2d6 miles from Neraka on the night of Day 3. The White Army is due south of the city, while the Green camps to the southeast.

The following day, the armies organize into long columns, each following the road leading to Neraka from the given direction. Each army reaches the city at an hour equal to 8:00 AM plus one hour for each mile of distance the army camped away from the city.

As the army draws near to the city, the troops raise their voices in a throbbing, husky marching song in a minor key. The dragonwing of the appropriate color, numbering about 24 dragons, soars back and forth over the column. Banners and pennants flutter, distinguishing each unit. Only those near the fronts of the columns are visible, as most of each column vanishes in a thick cloud of dust.

If the rainstorm still pounds Neraka, the half mile of roadway extending outward from the city becomes a sea of mud, delaying the arrival of the army at the city's outskirts by two hours.

As the army reaches the outskirts of the city, it splits into individual units, each of which forms an encampment near the walls of the outer city. Two hours after this, the troops are released into the city, and pour into the taverns and inns of Neraka for a night of revelry and carousing. Although these troops are concentrated in the white and green sections of

the city, they spread out so that virtually all drinking establishments in Neraka have some customers this night.

The exact makeup of each of these evil armies, as well as that of the Red, Blue, and Black Armies that arrive later in the week, is displayed on the BATTLESYSTEM™ rosters enclosed in the DL14 package.

EVENT 8: The Black army arrives

Following the pattern described in Event 7, the Black Army approaches Neraka from the northeast. The troops of the Black Army join their comrades in revelry on this night.

EVENT 9: Red and Blue armies arrive

The Red Army moves toward Neraka from the west, while the Blue comes down from the north. Unlike the other evil armies, the distance these camp from the city is not randomly determined. Instead, each army spends the night following Day 5 camped eight miles from the city.

This would normally put their arrival at 4:00 PM on Day 6 (6:00 if it is still raining). However, when the two armies, with trumpets blaring and marching songs thrumming, reach the intersection 300 yards to the northwest of the city, a massive traffic jam ensues. All order vanishes from the march, and numerous skirmishes erupt.

As the leaders attempt to restore order to the march, members of both armies surge through the Emperor's Gate into the city. For 1d8 turns, this chaotic flow into the city continues unabated. Anyone passing into the city in the midst of this formation has only a 30% of being noticed by the gate guards.

These armies are eventually untangled and directed to their designated encampment areas. By nightfall, the troops of the Red and Blue Armies join their comrades from the other three armies in a night of rabble-rousing that will approach riotous proportions.

EVENT 10: armies of Gunthar Close on Neraka

The armies of Whitestone emerge from the Khalkist Mountains to the north and west of Neraka at dawn on Day 6. The advance elements of these armies have been skirmishing with the Red and Blue rearguards for over a week. The commanders of both good and evil armies have been holding their dragons close to the main bodies, however, to prevent a small skirmish from growing into a disastrous engagement before the army is ready.

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Gunthar Uth Wistan, commander in chief of the Whitestone forces, makes his advance cautiously but quickly. Light cavalry formations precede the armies and guard both the right and left flanks. The heavy cavalry—mainly Knights of Solamnia—lead each formation of foot soldiers, while the dragons and their riders bring up the rear. Because of their excellent mobility, the dragons can quickly reach any sector on the armies' flanks that might be threatened.

The armies close to within about eight miles of Neraka and encamp in a giant arc to the north and west of the evil city. The following morning they give battle (see Event 14: The Battle of Neraka).

Occasional outriders, such as the PC encountered in Event 2, range far from the main body of the army. These outriders are mounted on large or huge gold and silver dragons, and have been issued orders to run from any fight. Their purpose is to scout, and they are to report any suspicion of enemy activity wherever they discover it.

The armies of Whitestone are detailed in Appendix II and on the BATTLESYSTEM™ roster sheets enclosed in the DL14 package.

EVENT 11: FIRST COUNCIL OF HIGHLORDS

The First Council of the Dragon Highlords occurs at sunset of Day 6 in the central chamber of the Dark Queen's temple. The intent is to discuss strategy and to prepare for the arrival of the Queen. The First Council is also a rehearsal for the Second Council on the following night, when the Queen expects to enter the world of Krynn in all her glory.

The entry of each regiment and lord, as well as the performance of each function on the agenda, is handled with much fanfare. Trumpets blast, and drums pound a deep chorus. The leader of the entire affair is the Hallkeeper (see Appendix I), who handles the various members diplomatically, with stilted politeness.

The Council Chamber is divided into six sections. Five of them have a throne for each of the five Highlords, while the sixth contains a raised dais where the Dark Queen's shadowy presence is generally visible. Before the ceremonial entry of the Highlords and their honor guards, six groups of Dark Pilgrims enter the chamber. One group enters from each of the areas between the thrones.

The Dark Pilgrims mutter prayers and blessings upon the chamber under the watchful eye of the Hallkeeper. Then they stand rigidly as if in meditation for the duration of the council. They do not leave until the Highlords and their honor guards have filed out.

The Highlord with the highest status is con-

sidered to be emperor of the Dark Queen's domain. This is currently Ariakus. The rank of emperor can be bestowed or removed at the whim of the Dark Queen during the Council, however, so the emperor is always eager to move the proceedings along and get the council over with.

The council is a very formalized meeting and follows a detailed ritual. The steps of the ritual are as follows:

1) Entrance of the Honor Guards: Each Highlord maintains a regiment of draconians as a personal bodyguard. These draconians number 77 in each regiment, and are always of the maximum number of hit points for that draconian type.

The order of the honor guards' entry, the name of the unit, and the type of draconians it contains, are listed here:

Highborn Honor Guard Regiments

Enters #	Name	Type
1	White Legion	Kapaks
2	Green Regiment	Kapaks
3	Black Guards	Bozaks
4	Blue Watch	Sivaks
5	Red Watch	Sivaks

2) Entrance of the Highlords: After the honor guards have taken up their positions before the various thrones in the council chamber, each Highlord enters from the appropriate gate. The Highlord parades slowly around the chamber to the enthusiastic applause of his (or her) own honor guard, then slowly climbs the stairs to the throne.

The Highlords enter according to status, lowest ranking first. Their order is Toede (white), Salah-Khan (green), Lucien (black), Kitiara (blue) and the Emperor Ariakas (red). Each Highlord offers polite acknowledgments to the Highlords entering later.

As usual, Kitiara is accompanied by the death knight, Lord Soth, who walks one pace behind his commander. None of the other Highlords welcome his presence, but the Queen tolerates it, so they do not protest.

3) The Swearing of Fealty: The Queen of Darkness cannot fully pass into the world of Krynn, but she appears on the central throne of the Council Chamber as a shadowy outline of her five-headed dragon form.

At this point in the ceremony, the Highlords and their honor guards turn toward the Queen's throne, and declare their allegiance in a unified chorus:

"All hail Takhisis, Queen of Darkness, and mistress of the world!"

Then each Highlord in turn swears his oath of fealty:

"Takhisis, my Queen, my life is yours to command! Should you demand it, it is yours!"

4) Spoils for the Empire: Each Highlord, in the above order, is called upon to present a gift to the emperor, at the Highlord's option. Since the Queen is nearly always watching, the Highlords use this opportunity to try to outdo each other in the eyes of their leader. Any Highlord who can embarrass the others before the Queen gains increased status.

The gifts presented by each Highlord in the First Council are listed below.

Highlord Gift

Toede	Chest containing 1,800 stl
Salah-Khan	The head of an elven prince of Silvanesti (a resistance leader)
Lucien	A huge white warhorse
Kitiara	Mounted Dragonlance

5) Dark Justice: This is the point when any members of the Dragonarmies are brought forward and tried for crimes against their Queen or their emperor.

During the first council, several human sergents are dragged forth by members of the Red Watch. The Hallkeeper announces the charges: "These scum have been accused of concealing booty from the regimental tally!"

Ariakus then calls out: "Who accuses them?"

"I, your Excellency!" declares a huge ogre, striding forward from one of the hallways. The ogre is the captain of the regiment, and announces that he himself discovered the casks of ale that these men had concealed from their comrades.

Ariakus ignores the protestations of innocence made by the panic-stricken men. After listening to the captain, he pronounces sentence: "Take them to the dungeons! The Inquisitor shall have his way with them!" The men are quickly dragged from the chamber.

6) Orders Issued: Ariakus then speaks to the other Highlords, issuing military orders of great importance. At the first council, the orders are as follows:

"Prepare your forces to march at an hour past the sunrise. The forces of Gunthar draw close upon the city. All five of our armies will take the field against him tomorrow, that we may grant our Queen a victory for her arrival upon Krynn!"

For the first time, the voices of all the occupants of the hall raise in a combined cheer. Spontaneously, the draconians grunt, "Hail to Takhisis, Queen of Darkness!"

7) Adjournment: The Hallkeeper announces the departure of the lords, in reverse of the order of their arrival. After each



Highborn has left the chamber, the Honor Guards are dismissed, also in reverse order of their arrival. The council is over.

event 12: Call To arms

At dawn on Day 7, Gunthar's armies break camp and organize into battle columns. This organization is smooth and efficient. Soon, the columns are marching toward Neraka, eight miles distant.

At one hour past dawn, the Highborn musters their drunken, hung-over troops from their muddy tents. Amid much cursing and shouting, they form into ragged columns. The Blue and Red Armies are ready within an hour, and form columns of some straightness. They have a look of military order about them. The Green, Black, and White Armies mill about in confusion and disorder, only slowly gathering. After an hour, they are about half assembled.

The city of Neraka lies still and squalid this morning. The honor guard regiments of each Highborn, as well as a few other trustworthy troops, have been left behind to guard the walls, so the city is far from defenseless.

The sun beats upon the city, and the surrounding plain, with merciless intensity. Steam rises from the fetid sewers of the city and the many water-filled fissures of the plain. A stench of death seems to hang in the air already.

event 13: The armies gather

The differing conditions of the Whitestone forces and the Dragonarmies is offset by the fact that Gunthar's armies must march about twice as far as the evil troops to reach the battlefield.

Kitiara and Ariakus have the Blue and Red Armies posted over the two converging roads from the north and the west, respectively, after an hour of marching. The two armies thus have several hours to rest while the Whitestone forces march to the field, and the other evil armies straggle out from Neraka.

The advancing Whitestone battle columns raise huge columns of dust. Dragons of gold, silver, brass, copper, and bronze swirl among the columns, while fast-moving units of light horse spread to either side. By midday, Gunthar's army has moved to a point less than a mile from the two armies deployed before him, but Lucien's Black Army has nearly moved into position between the Red and Blue forces. The Green Army straggles up the road toward the field, while the White Army is only now leaving the city.

event 14: The Battle of Neraka

If you are playing the BATTLESYSTEM™ scenario to resolve this battle, then this event might not follow the course of action described here. Instead of using the event as written, BATTLESYSTEM game players should turn to page 40 for instructions on setting up the battle, arrival of reinforcements, etc.

If you are not playing the BATTLESYSTEM scenario, use this event to determine the outcome of the battle.

At one hour past noon, the brass horns of the Whitestone armies fill the air with a martial clamor. Formed into phalanxes of the same color, the good dragons dive forward in five death-dealing columns. Bands of red, blue, and black dragons take to the air to meet the charges.

The thunder of charging cavalry carries all the way to the city walls as the Knights of Solaomnia spearhead the assault on the ground. All across the front of the evil armies, the veteran troops absorb the shock of the charging hordes.

Gunthar attempts to break the back of the enemy resistance with his veteran troops, holding many of his units in reserve. While numerous, these reserves include many units of raw recruits who have never seen combat. The raging charge of the Knights, coupled with the overwhelming attacks of gold, brass, and copper dragons, breaks the Red Army after an hour of fighting.

The Red units flee toward Neraka, and sweeping charges of Knight cavalry carry the horsemen into the flank of the Black Army, sending those units scrambling to defend themselves.

But the Knights have expended themselves in their glorious charge. The Green Army arrives on the field after the battle has raged for 90 minutes, and is able to salvage the situation on the Dragonarmy's left. The addition of the green dragons to the fight in the skies proves enough to halt the rampages of the good dragons.

Too late, Gunthar sends his reserves forward. The fresh, but inexperienced, troops fight bravely for the most part, but cannot penetrate the reinforced defenses. Exhausted, the Whitestone forces fall back after three hours of fighting.

Finally, Toede's White Army arrives on the field. The hobgoblin sends his army into a half-hearted counterattack, supported by the Green Army and what is left of the Blue and Black forces.

Gunthar's exhausted legions, too tired to carry forth an attack, manage to hold the de-

fensive position and shatter the attacking evil forces. Lurching back to their original positions, where they are joined by the remnants of Ariakus's rallied Red Army, the two forces end the battle in much the same positions as they started.

But in the fields and fissures between lie thousands of soldiers who will never fight again.

event 15: The Second Council of Highborn

The Highborn all leave the battlefield by 4:00 PM in order to return to the Temple and prepare for the Second Council, to be held at sunset on Day 7.

In general, the course of this council follows the same pattern described for the First Council. However, there are a few exceptions to this.

The Entry of the Honor Guards, Entry of the Highborn, and Swearing of Fealty all proceed in due course. At the time of allotting presents to the Empire, however, the following gifts are made. The presents tend to be finer than those bestowed at the previous council, because each Highborn knows that the moment of the Queen's arrival is nigh, and each strives to make a very good impression.

Highborn Gift

Toede	A steel statue of Her Majesty, the Queen of Darkness
Salah-Khan	A string of a dozen elven slaves, linked by platinum chain and collars
Lucien	A dozen casks of the finest Solaomian wine
Kitiara	A prisoner taken on the field of battle that day-ideally a PC who fought with the armies; otherwise, use Gunthar himself

5) Dark Justice: If you played the climactic BATTLESYSTEM™ scenario, the Highborn as a group will accuse any Highborn whose army failed to perform as might be expected. If all armies were handled with skill, the Highborn accuse Toede of incompetence for the late arrival of his army on the field. The worthy hobgoblin will, of course, whine that his army had to move around the entire city before it could march toward the field of battle.

His defense will make no difference to the gathered lords. After a few minutes of pleading, Ariakus pronounces his sentence: "Take him to the dungeons! The Inquisitor shall work his magic upon him!"

Groveling and scraping, Toede is led from the hall.

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6) Dark Queen's Entry: This is the climax that the entire epic has been leading toward. All eyes turn to the dais where her throne stands. The five-headed dragon is visible, as usual, in a shadowy and unearthly form.

Now, however, a small circle appears in the air before her, directly over the throne. The circle swirls in fiery patterns of color, containing elements of red, blue, green, black, and white. Over the course of a minute, the circle grows to huge size.

Anyone looking through the circle at the Dark Queen sees her, not as a shadowy image, but as a real and terrible five-headed dragon, with one head of each of the evil dragon's colors.

The entrance of the Dark Queen into the world of Krynn will take place at one hour after sunset on Day 7 of this adventure, unless the Heroes of good can somehow prevent Takhisis from passing through the gate. The procedure for accomplishing this has already been determined. The success or failure of the PCs in their mission depends on their play of this adventure.

If the Queen is Blocked from Entering Krynn: The temple immediately begins to tremble, shaking to its very roots. Everyone present, except of course the PCs, is preoccupied with escaping the doomed building.

Parts of the ceiling, and supporting columns, begin to tumble free and fall into the Council Chamber. Any individual in the temple stands a 5% chance (1 on 1d20) per round of being struck by debris. Characters hit by debris might only be scraped by a small chunk of stone, or might be crushed under a falling column; to determine the amount of damage sustained, roll 1d12. The result is the number of d6s of damage the character sustains.

The exodus from the temple carries over into the streets of Neraka, as the entire city succumbs to earthquakes and tremors. Characters inside buildings in Neraka suffer damage exactly as calculated in the temple, starting one hour after the Queen is driven back through the portal.

Finally, six hours after the Queen has been forced through the portal, the Temple of Takhisis will explode. Any characters still in the temple die immediately; characters in the city suffer 6d6 points of damage from flying debris.

The flaming pieces of the temple soar skyward, into the black spaces in the sky left by the missing constellations at the start of the DRAGONLANCE® epic.

Once again, the Queen of Darkness and the Great Paladin circle each other warily in the night skies over Krynn.

If the Dark Queen Successfully Enters Krynn: Takhisis's evil presence has a renewing morale effect upon all of her armies, as well as serving to end the bickering among her minions. The morale of each Dragonarmy unit should be increased by 2; likewise, the morale of each Whitestone army unit is lowered by 2.

Shortly after Takhisis enters Krynn, she summons her consorts, the five huge adult evil dragons that lair with her. These dragons lead the rest of the evil dragons in an all-out attack against the good dragons. Takhisis herself participates in this attack.

The good dragons are driven from Ansalon again, and now the forces of evil set out to annihilate their opposition wherever good may flourish.

The end of light is near and, perhaps, inevitable.

EVENT 16: GUARD POSTINGS

The guarding of Neraka is a casual affair for the most part. Guards are encountered as indicated on the Random Encounter Chart on the Plains of Neraka, and for a short time in the city itself. After Event 5, which occurs during the morning of Day 3, guards are posted around the clock on all city walls and in all gatehouses.

Guard postings last for eight-hour shifts, and all guards are changed at 4:00 AM, noon, and 8:00 PM every day. The exact makeup of guard contingents is described under the appropriate encounter area, either walls (Encounter 32) or gatehouses (Encounters 30 and 31).

The procedure for the changing of the guards never varies. The new guard contingent marches to the post five minutes early. Both guard contingents remain at the post for the Dark Rites (Event 17). Then the relieved guards march away to their barracks.

The individual encounters list the vigilance of the guards as a percentage chance that they will detect individuals passing their posts. As the guards tire during their long shifts, the vigilance rating is modified accordingly:
First 2 hours of Shift = Vigilance Doubled
Middle 4 hours = Vigilance Normal
Last 2 hours of Shift = Vigilance Halved

EVENT 17: DARK RITES

The Dark Rites involve all residents of Neraka swearing fealty to their Queen at regularly scheduled intervals. The Dark Rites occur at 4:00 AM, Noon, and 8:00 PM of each day. The Dark Rites last for five minutes.

The Dark Rites are announced by the banging of a large gong at the top of the tower cen-

tral to the Dark Queen's Temple. The gong sounds three times, summoning all residents of Neraka to the Rites. Persons indoors step out onto the streets or plazas, and everyone looks at the tower.

Upon the tower, four groups of dark pilgrims face the directions of the compass, and lead the populace in an oath of fealty (as described for the Highlords under Event 11).

The dark pilgrims then proceed through a ritual sermon in a forgotten tongue. The sermon never changes, but none other than clerics of the Dark Queen understand the words.

Although individuals ignoring the summons to the Dark Rites attract considerable attention, attendance is not enforced. Those sleeping or passed out are left unmolested, although officers in the Dragonarmy and evil clerics would be ostracized by their comrades for regular failure to observe the rites.

Neither the guards on the wall nor those in the streets devote their undivided attention to the tower during the rites. Vigilance for wall and gatehouse guards is normal while the rites go on.

EVENT 18: RIBALDRY

The periods of ribaldry begin with the arrival of the first Dragonarmies in Neraka, and continue every night for the duration of the adventure. The ribaldry begins at 4:00 PM each day, and continues until the following dawn.

During the periods of ribaldry, each inn in the district of a present Dragonarmy (White and Green the first night, Black added the next, etc.) is attended by 4d10 members of the troops of that army, in addition to all other customers indicated.

There is a chance that a fight might break out at any time during the periods of ribaldry, as shown under the Inns Encounter (Encounter 16). This chance is modified according to the hour of night, as follows:

Time	Chance of Fight
4:00 to 8:00	Halved
8:00 to 12:00	Normal
12:00 to dawn	Doubled

EVENT 19: NIGHTWALK

The dead servants of the queen rise from their uneasy rests and walk the streets of Neraka, beginning with Event 4. Sensing the nearness of their release from torment, these spirits walk the streets of Neraka from midnight until 2:00 AM every night of the adventure.

The undead gather in each of the five districts of the city, winding their way slowly toward the temple. This advance takes one hour.

Events

At the temple walls, each procession reverses itself and the undead once again enter their realms in the Undercity.

The processions are accompanied by a host of wailings and screamings, as the undead spirits give vent to their frustrations.

The participants in the Nightwalk do not disturb anyone inside buildings, nor do they molest officers of the Dragonarmies who get out of the way of the procession. Any individuals of good alignment who are outside when the procession passes are attacked by the undead. These undead are subject to normal *turning* by a cleric. They do not pursue their victims into buildings.

Each procession is made up of the following types of undead, marching in the order listed: one lich, 11 groaning spirits (banshees), 11 wraiths, 22 wights, 77 zombies, and 222 skeletons.

The undead of each type emerge from a different outdoor exit from the Undercity, in each district. Characters observing the start of the procession are thus able to discover one or more of the entrances to the Undercity in each district. The undead never emerge from an in-

door entrance to the Undercity.

Event 20: Caravans

A steady stream of supplies pours into Neraka from the port of Sanction to the south and from the fertile growing regions of eastern Ansalon. During any given hour between dawn and dusk, there is a 1 in 4 chance that a caravan arrives in Neraka. Its direction of travel is determined by a d6 roll:

D6 Result	Road Traveled
1-3	Sanction Road
4-5	Khur Road
6	East Road

The caravans advance at one mile per hour, so if the PCs move south on the Plains of Neraka to encounter one of the above roads, roll to determine how many caravans arrive in Neraka that day and the following days, and simply plot their courses backward along the appropriate road to determine if the PCs encounter a caravan.

The caravans, coming as they do from sec-

tions of the continent that are still securely under the sway of the dragonarmies, are passed into the city of Neraka with little fanfare or examination. After all, the supplies they carry are desperately craved by the hungry and thirsty members of the Dragonarmies encamped about the city.

To determine the nature of a caravan, roll d6s against the following tables:

Table 1: Method of Transport

D6 Roll	Method
1	Foot (slaves)
2	Foot (hired bearers)
3	Oxcarts
4	Mules
5	Wagons (horse-drawn)
6	Exotic Animal: 1-2 Llamas 3-5 Camels 6 Elephants

Table 2: Goods Carried

D6 Roll	Goods
1	Ale and beer
2	Wine
3	Grain
4	Fruit
5	Vegetables
6	Unusual goods: 1-2 Dried meat 3-4 Salt 5 Oil 6 Weapons

Table 3: Size of Caravan

D6 Roll	Size *
1	2d4
2	2d6
3	3d6
4	3d12
5	4d10
6	4d12

* Size equals number of wagons or oxcarts. If pack animals are used, double the indicated number. If slaves or bearers are used, multiply the number by 10.

Table 4: Caravan Guards

A caravan has a number of guards equal to the number rolled on Table 3 (no multipliers). Use this table to determine the race of the guards:

D6 Roll	Guard Type
1	BaaZ draconians
2	Kapak draconians
3	Ogres
4 - 6	Humans (2d-level fighters)



Chapter 15: The Neraka Plains



A high plains valley lying between two towering ridges of the Khalkist Mountains, the Plains of Neraka have provided a home for the Dark Queen's Temple since shortly after the Cataclysm. In the centuries since, a city has grown around the temple, and roads have been built that connect the city to other parts of Ansalon.

Yet most of the plains remain in the same wild state that the post-Cataclysm years found them. The Plains of Neraka receive little water and consequently support few plants. A brown, scraggly grass covers most of the land, and an occasional bush or stumpy tree has taken root near one of the infrequent ponds or waterholes.

Overall, the plains present a drab, yellow-brown appearance. Looked at from ground level, the terrain appears to be flat and unbroken. An observer in the mountains, or one flying above the land on the back of a dragon, quickly sees that this is not so.

The Plains of Neraka are broken by hundreds of fissures-cracks in the ground that might be 100 feet long and a mere 10 feet deep and wide, or great crevasses several miles long that reach a depth of 50 feet or more. Occasionally these fissures give vent to gouts of sulfurous smoke, steam, or even columns of flame. These eruptions combine to give the

plains an unnatural, nightmarish look.

The roads crossing the plains have been built at great expense with huge numbers of slaves. They are fine roads indeed, with deep ditches running to either side of them. Any time a road crosses a crevasse, a sturdy stone bridge has been built so that the road does not have to vary from its path. Even though these roads are of high quality and are well-maintained, they can become ribbons of sticky mud during the infrequent rainstorms that occasionally douse the plains.

The streams flowing onto the plains from the mountains are shallow and muddy, and are easily crossed. Eventually they soak into the dusty plain and disappear.

The Surrounding Mountains

The Khalkist Mountains surrounding the plains are dry and devoid of life. They are very rough and can only be crossed by vehicles where roads have been cut through them. All such roads are shown on the map of the Neraka Plains.

Horses and other beasts of burden can move through the mountains wherever passes are indicated on the map. Although the mountains are relatively dry, a few streams course rapidly through gorges and valleys of the range.

Cliffs and other areas of steep terrain make travel through the Khalkist Mountains difficult even for characters on foot. For each mountain hex that the PCs try to move through, roll 1d4 and subtract 1 from the result. The total is the number of sheer surfaces that must be climbed (1-3 on 1d6) or descended (4-6 on 1d6) while crossing that hex. Each of these is 1d10 x 20 feet high. If the PCs elect not to climb or descend the obstacle, they may go off in a direction perpendicular to their original direction, but any additional sheer surfaces indicated for that hex are still encountered.

The Map

The Plains of Neraka map is enclosed in the roster and map book as part of the DL14 package. The encounters listed in this section are shown on that map.

The map scale is 1/3 mile per hex. Each road is marked off at one mile intervals, as an aid to the DM when the progress of an army or caravan must be calculated.

Concealment

Concealment on the Plains of Neraka is practically impossible while out in the open. Fortunately the fissures provide a means of ready

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cover for characters willing to enter them.

The base chance of discovery for two parties or individuals within one hex of each other is 100% during daylight. This assumes that neither party or individual occupies a fissure. To determine the chance of discovery at greater distances, subtract 20% from this chance for each additional hex between the two parties.

If one of the sighting parties is flying, the chance of discovery is doubled. At night, however, sighting is only possible within the same hex, and even then the chance is only half of that during the day.

If one or both parties involved in a sighting attempt occupies a fissure, then they are not seen except by someone in the same fissure, someone standing at the edge of the fissure, or someone flying through a hex adjacent to the fissure.

The base chance of such a discovery is again 100%. However, the terrain at the bottom of the fissure (see the Fissure Terrain Table) can reduce this chance. It is further reduced by -40% if the two parties occupy adjacent, instead of the same, fissure hexsides, and minus an additional 40% for each hexside beyond that. If the party is accompanied by a ranger or an elf, a bonus of +10% is added to all rolls to see another party or individual.

Each party is rolled for separately, so it is quite possible to observe someone who does not observe you. Characters or creatures traveling together are rolled for as a group, however, not as individuals.

A check should be made as soon as the two parties are within five hexes of each other. Each time one or both parties enters an additional hex, another check should be made. If both groups are moving, only one check is triggered as they each enter another hex, however.

If a party spies another group or individual and attempts to conceal itself, this cuts in half the chance that it will be discovered.

For every member over eight in a group, add 10% to the chance of that group being detected. During daylight, special circumstances may affect the distance at which another group can be detected. An army of thousands, for example, is detectable all the way across the plains because of the column of dust that its passing raises.

Fissures

The fissures that split the plains are marked on the map. The width and depth of a fissure can be estimated by how far the characters are from the ends of the fissure. (The fissures are always deepest and widest near the center.)

Note that the fissures run along hexsides,

not through the hexes themselves. The hexsides at either end of a fissure represent the shallowest areas of the fissure. The fissure begins as a narrow crack in the ground, like a small ditch, and reaches a depth and width of about 10 feet along the course shown as one hexside. Each hexside separating a section of a fissure from the end represents an additional 10 feet of depth and width.

Thus a fissure that is one or two hexsides in length is 10 feet wide and 10 feet deep at its deepest part. A fissure that is three or four hexsides long attains a depth and width of 20 feet through its deep, central portion. The central hexside of a fissure 11 hexsides long is five hexsides from each end, and thus 50 feet deep and wide.

The fissures do not widen and deepen in a series of sharply defined steps, however. The process of a crack expanding from its original small end to a 50-foot-wide chasm is gradual one, and obvious to characters moving through it.

The bottoms of the fissures vary considerably in the type of terrain they hold. Check on the Fissure Terrain Table when the PCs first encounter a fissure to determine the nature of the bottom.

Fissure Terrain Table

D12

Roll	Terrain	Move	Conceal
1	Pond	Swim	1/4
2	Pools	1/2	1/2
3	Mud	1/3	Normal
4	Damp/bushes	1/4	1/4
5	Packed Dirt	Normal	Normal
6	Loose Gravel	Normal	Normal
7	Broken rock	1/2	1/2
8	Large rocks	1/3	1/3
9	Boulders	1/10	1/4
10	Steam vent	None	—
11	Smoke vent	None	—
12	Flame vent	None	—

Move gives the rate of normal movement that the group can make while inside of the fissure. In the case of "swim," movement should be calculated at 1/10 the normal rate for all characters equipped with heavy gear or lighter equipment. Characters with very heavy gear, or encumbered characters, will find it impossible to swim.

Conceal gives a additional fraction of the normal concealment chances that the party will benefit from in that particular type of crevasse terrain. All modifiers as explained under concealment have been calculated before this fraction is added in. Round fractions up to the nearest whole number when the final percent-

age chance is calculated.

Vents are caused when the bottom of a fissure stretches deep into the bowels of the world, giving release to some of the infernal pressures developing there. They cannot be moved through by characters because they are effectively bottomless.

There is a 10% chance per turn that a given vent erupts. Eruptions last for a single round, and can be dangerous to characters standing at the edge of the fissure at the time of the eruption.

Steam eruptions inflict 4d6 points of damage to characters standing at the edge of the fissure. If a character rolls a successful save vs. breath weapon, this damage is reduced to 2d6.

Smoke eruptions belch forth clouds of poisonous sulfuric smoke. Characters who roll a successful save vs. breath weapon are unaffected; characters who fail must roll a successful save vs. poison or be reduced to 1 hit point until they can rest and recover for 24 hours.

Flame eruptions cause columns of fire to burst 100 feet or more into the sky. Characters standing at the edge of the crevasse suffer 6d10 points of fire damage, although a successful save vs. breath weapon reduces this to half. Characters within 100 feet of the fissure suffer 2d6 points of fire damage, with no saving throw allowed.

ENCOUNTERS

1. Godshome

This secluded hollow in the Khalkist Mountains is a place of great sanctity. Shaped like a bowl in the center of a region of craggy granite peaks, Godshome cannot be entered by those not invited by the gods themselves.

In the center of the bowl lies a circular, polished black surface. Even in the brightest daylight, the polished surface reflects the night sky of Krynn. Star-speckled as usual, the constellations of Paladine and the Queen of Darkness are missing from the sky, as they have been for many years.

The reflections of characters standing upon or looking into the surface can vaguely be seen, as if the surface is a mirror. If the god Paladine is present (as he will be in some endings), and he stands next to or upon the surface, his reflection is not visible. Instead, the constellation of Paladine appears among the stars seen there.

The PCs experience Event 1 while in Godshome.

There are two exits from Godshome, one leading to the northeast and one to the southeast. These are narrow tunnels through the rock cliffs surrounding the place. The tunnels

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are three feet in diameter, so most characters must pass through them on hands and knees.

In both cases, the tunnels exit into the Misted Vales (Encounter 2).

2. Misted Vales

The tunnels abruptly end in an area of thick white fog. The ground here slopes downward, away from the tunnel exits.

Scraggly oak trees claw upward through the mists. Many paths intertwine, all leading downward.

These mists are magical. They allow anyone to pass into and through them, but only those commanded by the gods to enter Godshome are permitted to find the tunnel openings. After the last PC emerges from the tunnel, the mists seem to swirl around and close in thickly. The entrances have vanished, and cannot be discovered again.

The misty vales lead downward over gently descending ground. Treat them as parts of the Khalkist Mountains for purposes of random encounter generation.

Any good or neutral aligned characters in the mists receive an automatic +2 bonus on all attack rolls made in the mist, and a -2 bonus to their Armor Class. The mists continue until the PCs have emerged beyond the outer extensions of the mountain range.

3. Obvious Tunnel Entrances

A network of tunnels crisscrosses the ground underneath the Plains of Neraka. These tunnels are displayed on the map with dotted lines. Characters walking on the surface who pass over the location of a tunnel see no clue of its existence.

All of the tunnel entrances are located in the bottoms of fissures labeled with a "3" on the map.

The wall of the fissure is interrupted by a gaping black hole, about six feet in diameter. It leads into the ground, and disappears into the darkness.

Whenever the PCs pass an obvious tunnel entrance, roll 1d6. On a result of 4-6, a randomly encountered creature is immediately inside the tunnel entrance. Make a normal reaction check to determine if the creature attacks PCs outside of its den; it will certainly defend itself against characters who enter.

4. Tunnels and Caverns

Once inside the tunnels, the characters find themselves in narrow, damp passages. The tunnels are normally about 10 feet in diameter. At those locations on the map where the passage expands into larger chambers, the regions are natural caves. Many stalactites hang from the ceiling, while stalagmites strike upward from the floor.

Water trickles in small amounts through both the tunnels and the caverns. The caverns also each host several large, still pools. Bats are common in all of the caverns, and at dawn and dusk are actively flying through the tunnels.

5. Hidden Tunnel Entrances

Like the obvious tunnel entrances, the hidden entrances are always discovered in the bottoms of fissures (those marked with a "5"). They should be treated as secret doors, however, when determining whether or not the characters discover them.

The hidden tunnel entrances are not creature lairs, so no additional random encounter check is required when the PCs pass one. The entrance is hidden by whatever type of masking works best in the terrain type in the fissure. A brushy fissure might have a tunnel entrance concealed behind tangled branches, while a fissure lined with boulders might have the entrance as a narrow crack between two huge rocks.

6. Gully Dwarf Hideout

This cavern serves as the lair and hideout of a group of bandit gully dwarves who plan to embark on a spree of robbery and destruction across the face of Neraka and the rest of Krynn.

Any day now....

A low growling sound emerges from behind a large rock that partially blocks the passageway. The growling has a rhythmic quality to it, as if it is keeping time to a creature's deep breathing.

Behind the boulder sleeps the gully dwarf assigned to guard this end of the cavern. Each of the tunnels leading into the area is similarly protected by an equally watchful sentry.

The gully dwarf's name is Barph, and he will do anything to save himself if he is awakened and threatened—or even if he thinks that he might be threatened. His confession goes something like this:

"Great Boofus—it all his fault! I try to stop him, but they no listen. Drag me along!"

"Me no want to be bandit! Soon they go and rob everybody-me not go, unless they make me. Boofus so mean, we got to do what he say!"

"You guys look out for Boofus! Him one mean gully dwarf—him rob you. Boofus is great bandit—scourge of Krynn, is him!"

The squalid camp of the gully dwarves lies at the center of this vast cavern, but the scent of the place is obvious as soon as the PCs enter the cavern. If the PCs advance a little ways, they soon hear arguing ahead, followed by a splash.

Moving forward a little more, they see the bandit camp in all its glory.

Sputtering torches and a great bonfire illuminate as ragged a collection of gully dwarves as might be found on Krynn. Dirty clothes hang about on an assortment of lines, and several pairs of worn leather boots dry by the large fire.

The camp comprises many ragged tents, most of which seem to have no roofs nor much in the way of sides. The camp is located on the edge of an underground pool.

A gully dwarf emerges from the water, sputtering and cursing, while another stands on what looks like a diving board. Instead of facing out toward the water, the gully dwarf faces a larger gully dwarf behind him.

"Me not sleep on guard duty!" declares the gully dwarf on the diving board. "Me just rest eyes!"

"Liar!" cries the bigger one. "You sleep! Who know what could sneak up on Boofus while guards sleep?"

With that, the large gully dwarf kicks the other off the board and into the pool.

The clothes drying near the fire are all from gully dwarves whom Boofus, the large one, has disciplined recently. The latest victim sputters forth from the water, removes his boots, and sets them by the fire disgustedly.

If the PCs hurry forward, they can catch Boofus while he is still on the diving board, staring triumphantly at his handiwork in the water below. The other gully dwarves, standing around and watching, quickly dive for cover at the approach of the PCs, not thinking to warn their leader.

Blocking Boofus's exit from the board is a very commanding position, since the huge gully dwarf is immensely afraid of water. If threatened there, he immediately agrees to

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any terms in order to get away from the hated liquid.

Boofus can actually prove to be a valuable source of information. He knows that the tunnel to the east leads to the Undercity of Neraka. He also knows that there is a "blood-drinker" (vampire) along the way. He knows that the big bats with the blooddrinker fly out of the cavern at night. He has recently learned of the Nightwalk (Event 19), during which the Undercity is almost deserted.

None of this information is provided willingly, of course. As soon as Boofus figures that he has said enough to save his skin, he clams up. Only additional threats motivate him to continue.

7. The Waterhole

The tunnel abruptly ends in a large cavern. The floor is completely covered with dark, still water.

This large cavern is the converging point of several corridors. Many of the denizens of the tunnels come here to drink.

The pool is four feet deep in the center and only half that at the edges. Dwarves and halflings have to be carried if the PCs move into the middle, but all characters can walk if the party moves around the perimeter of the chamber.

In any event, the characters are attacked by two giant crocodiles when they are midway between two exits. The stupid reptiles press their attacks until both have been killed, since they have never encountered prey that they could not kill.

8. The Cube's Room

This intersection of three corridors is the station of a gelatinous cube. The monster has located itself squarely across the intersection, so that nothing can move past without touching it.

If the PCs approach, make a normal surprise roll to determine if they see the cube. If not, characters in the front rank of the party discover the creature by walking into it.

The cube has absorbed a number of valuables in the course of its scavenging expeditions. These include 130 stl, 180 sp, five gems worth 1d6 x 100 stl apiece, and a key to the *darkways*, which may prove very valuable in the Dark Queen's temple.

9. Caverns of Fungus

The tunnel opens onto a huge, bizarre cavern. Giant mushrooms, molds, and other types of fungus grow in profusion. Green lichens, clinging to the walls, shed a phosphorescent light, softly illuminating the vast chamber.

Several pools of still water lie among the fungi. A trickle of water spills down the wall, splashing into one of the pools. A layer of green mold over the floor looks like a lush carpet.

This pastoral cavern is crowded with fungus. Many varieties are edible. Scattered among the innocent fungus are numerous shriekers, however. As the characters pass through, these animated plants begin howling their piercing alarm.

The true menace of the cavern comes from the band of trolls living in a small side cavern in the southwest wall. The entrance to their lair is concealed by a clump of giant mushrooms.

There are six trolls and they attack any characters discovered trespassing in their cavern. If the combat goes badly for them (if four of them are at 0 hit points or less), they try to retreat from the fungus cavern, leading any pursuers away from their lair.

The lair is discovered if any characters search in its general vicinity. A ranger who makes a successful tracking roll will see the path leading to the lair with little difficulty. It contains a number of well-chewed bones, obviously human, and two officers' uniforms from members of the Red Dragonarmy. A small wooden chest in the lair contains 20 stl, 70 gp, and 130 sp. The key to the chest is carried on a thong around the neck of the largest troll.

10. Lair of the Blooddrinker

This chamber looms high overhead, and the floor falls away quickly, disappearing down a steep slope into darkness. A row of stalagmites rise from the floor just inside the entrance like the pipes of a gigantic organ.

Any PCs who announce that they are examining this cavern closely should be allowed to roll Wisdom Checks. A successful check means that the character notices an aura of death or decay about the place.

The cavern is about 1,000 feet in diameter, and roughly circular. The ceiling towers 300 feet over the floor in the center of the chamber.

The floor descends steeply from the sides to a circular area, about 300 feet wide, in the center of the cave. Throughout the area where the floor descends, many stalagmites jut upward. The central circle is cleared and smooth, however.

The chamber's primary occupant is a vampire that lairs in the center of the cleared area. The powerful creature is attended by 11 wraiths, also found in the central area. The other occupants of the chamber are 24 mobats who are here only during daylight hours. At night they fly out and circle the plains, looking for prey.

In the center of the cleared area lies the coffin of the vampire. No other features mar the smoothness of the area.

The vampire senses the presence of any warm-blooded intruders in his lair. If the mobats are present, he sends them to attack the player characters until the party is embroiled in combat. In the meantime, the vampire and the wraiths spread out and surround the PCs. Five rounds after the mobats attack, the undead join in.

If the mobats are not present, the vampire sends the wraiths to attack the intruders in groups of two and three. Each attack comes from a different direction. As the last group of wraiths attacks, the vampire attacks from the opposite direction, attempting to slay any clerics with the group before he can be turned.

The vampire has been thwarted by the liches (see Appendix I) for control of the Undercity of Neraka. He burns with desire to return to the Undercity as a ruler. To this end, he has a map of all of the passages of the Undercity locked in a small box in his coffin.

The box is buried in the dirt of the coffin and is only discovered if the dirt is moved around. It is not locked, and also contains three vials: a potion of gaseous form, a potion of invisibility, and a potion of speed.

11. Army Encampment

An army encampment can be encountered here the night before an evil army enters Neraka. Consult the events to determine which road a given army marches toward Neraka upon, and how far from the city it is when it stops to encamp.

The camp is guarded by a ring of pickets about 1/4 mile out from the bulk of the army. Patrols on dragonback circle the perimeter every two turns. Roll 1d6 to determine the composition of the picket outposts: 1-2 = human mercenaries; 3 = ogres; 4-5 = Baaz draconians; 6 = Kapak draconians. There are 1d4 + 1 guards at each outpost, and the outposts are located 100 yards apart.

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The heart of the camp is a ring of hundreds of tents, spread around a central area some 200 yards in diameter. The central area contains the Highlord's tent, several other officers' tents, a large area where the dragons sleep, and a compound formed from circled supply wagons that contains the horses and oxen of the supply train.

12. freedom fighters

There are several bands of freedom fighters camped on the plains of Neraka. Each of these encounters is essentially identical.

The freedom fighters are small bands of humans who resist the might of the dragonarmies in the very heart of the evil empire. They live in dirt caves excavated in the side of the fissure. Experts at camouflage, the freedom fighters have only 1/2 the normal percentage chance of being detected in these fissures.

The caves are located on both sides of a fissure and are concealed by dirty cloths hanging across the entrances. These cloths look remarkably like the dirt walls of the fissure, and are treated as secret doors. There are five caves in each side of the fissure.

Alert lookouts are posted above the caves, watching the plains and the fissure. Each lookout post is manned by a pair of watchers; if intruders are discovered, one reports back to the camp while the other keeps the intruders in sight, falling back slowly if necessary.

When the camp is aware of the intrusion, the remaining lookout tries to lure the intruders into an ambush by allowing himself to be seen and then running down the base of the fissure. If the intruders pursue, 30 freedom fighters burst out of the caves when the strangers are below and between them. Each freedom fighter is armed with a short bow and a short sword.

If the intruders are obviously members of the Dragonarmies, the freedom fighters attack instantly. Otherwise the strangers have a chance to talk their way out of the ambush.

The freedom fighters give no names, but simply call each other "leader" or "fighter 1," etc. They are very interested in the destruction of the dragon empire and give the PCs the following bits of information if convinced that the characters are sincere:

* Lute's Loot Pawnshop (red district) and the Inn of the Broken Shield (white district) are centers of underground activity in the outer city.

* A dangerous underground passage leads from the tunnel entrance (nearest Encounter 3 or 5) to the Undercity.

* The leader has up-to-date information about events in Neraka. He is familiar with

the guard postings, once they have been made. He knows about the Nightwalk.

13. Ogre home

Like the freedom fighter encounters, these encounters are identical wherever they occur.

Each of these areas is home to 4d6 ogres. The community is gathered around a small fissure with a waterhole in the bottom. The ogres live in crude stone huts (one hut per four ogres). Large racks support strips of meat drying over smokeless charcoal fires.

The ogres are casual about security as they do not feel threatened here. They attack strangers mercilessly unless those strangers can prove that they are here by permission of the Highlords or other Dragonarmy officers.

As the ogres occasionally serve in the Dragonarmies, one of the stone huts contains enough ogre-sized uniforms to outfit the community as troops in a Dragonarmy. Roll 1d6: 1 = White; 2 = Green; 3 = Black; 4 = Red; 5 = Blue; 6 = roll again. With some 2d6 turns of modification, one uniform can be made to fit a human.

The ogrehome is abandoned, and all valuables removed, if the Whitestone army is within five miles.

14. guardpost

A number of guardposts are scattered about the plain as stations for the patrols that regularly scour the area. Each is similar: a square stone building with two sturdy wooden doors,

a tall wooden tower, and a well. Creatures in the tower are treated as flying for purposes of concealment and observation.

The tower is occupied by two members of the garrison at all times. They have a horn with which to summon their comrades from the blockhouse.

The garrisons of the guardposts vary. Consult the Garrison Table below to determine what type and how many creatures guard here and to which Dragonarmy they belong.

Garrison Table

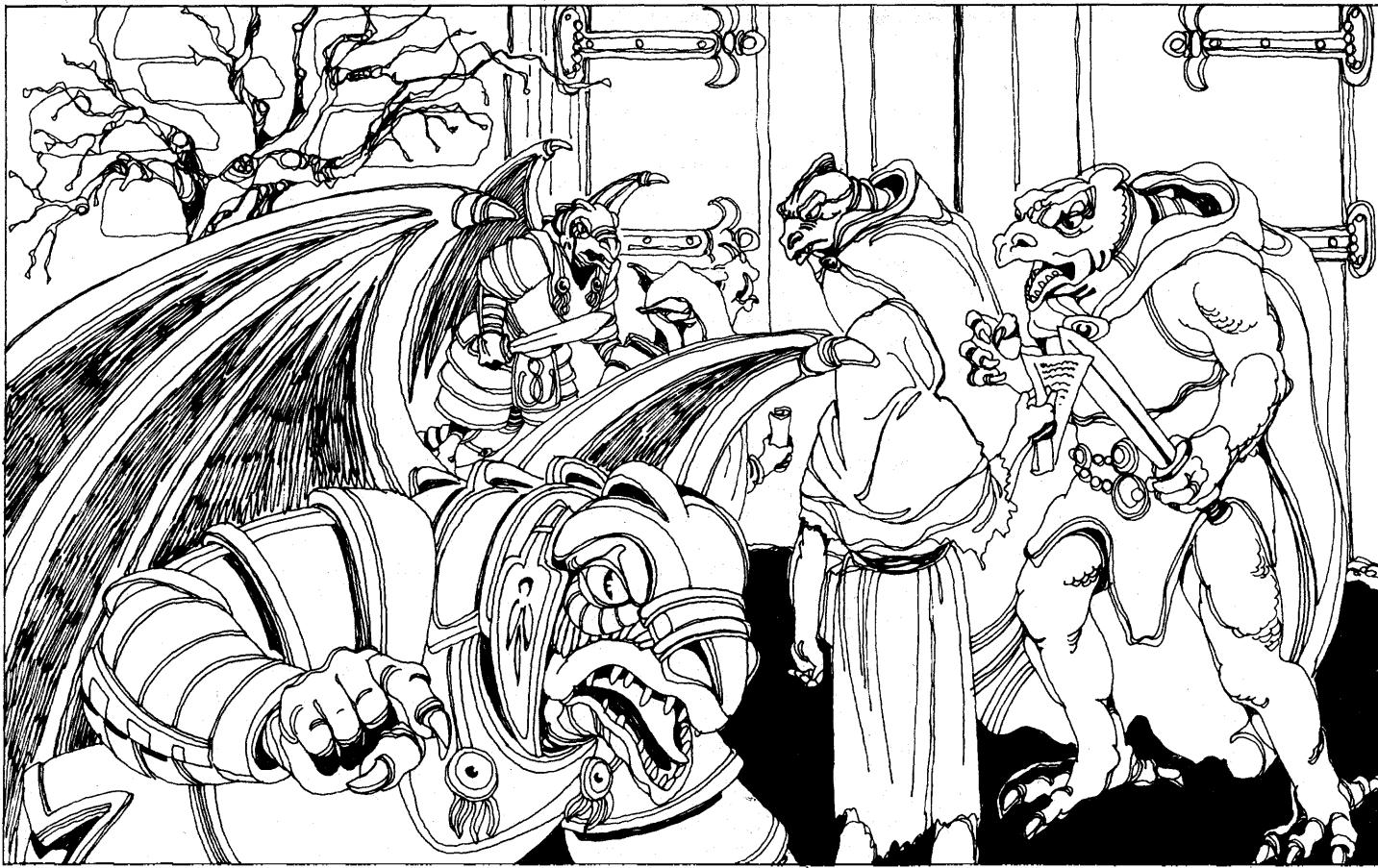
D12	Roll	Creature	Number Army
1	Baaz	3d6	White
2	Baaz	3d6	Green
3	Kapaks	2d8	Blue
4	Kapaks	2d8	Red
5	Bozak	2d6	Black
6	Sivak	2d6	Red
7	Ogres	2d6	Black
8	Hill Giants	2d4	Green
9	Minotaurs	2d6	White
10	Human	3d6	Red
11	Human	3d6	Blue
12	Human	366	White

The uniforms of humans fit PCs. Ogre and minotaur uniforms can be modified to fit.

The stone buildings contain enough bunks for the garrison, as well as wooden tables and benches, and a supply of repulsive military gruel. Posted to the wall is an order and gate pass signed by the appropriate Highlord.



Chapter 16: Neraka



This is the religious center of the Dragon Empire. The Highlords meet at the looming Temple of Takhisis in the center of Neraka to determine policy under the watchful eye of the Queen of Darkness. All that is terrible and vile can be found here, and one must step with confidence and care to avoid trouble.

Yet even among this foulness and decay are folk who are willing to aid the Heroes...if those who are trustworthy can be found.

The City of Neraka

The city is divided into three sections: the Outer City, the Inner City, and the Undercity.

The Outer City refers to those streets and buildings that lie outside of the city's walls. Note that one section of the city—the White Quarter next to the Main Gate—would normally be considered part of the Inner City, except that its wall remains uncompleted. Thus, it is treated as part of the Outer City.

There are no restrictions on access to the Outer City. Nor is there any shortage of trouble when a group with the uniforms of one army strays into the quarter of another.

The Inner City refers to those buildings and streets that lie within the city's protecting walls. The only access to the Inner City is through the Main Gate or the gates in each of

the army quarters. Following Event 5, these gates are strictly guarded by the most elite troops the Dragonarmies can muster.

The Undercity refers to the maze of twisting tunnels, caverns, sewers, and catacombs that spreads like a spider web beneath both the Outer and Inner Cities, and even connects to the dungeons of the Temple itself.

The Undercity certainly offers one means of passing the guards at the gates. It also involves the risk of many horrible encounters.

Maps

The map of Neraka shows both the Outer and Inner City portions of the city. Encounter areas are numbered in specific buildings of the city. Buildings that are not marked are private residences and boarding houses.

The map of the Undercity shows the passages, chambers, and catacombs of that region as they are located with respect to entrances to the upper city. Certain surface connections are provided as reference points on the Undercity map.

ENCOUNTERS: The Outer City

Encounters 15 through 23 are each repeated in several different locations in the Outer City of Neraka. The descriptions given are general so

that they will hold true for all types of a given establishment or compound.

Encounters 24 through 29 represent specific areas and are only located in one place on the map of Neraka.

The streets in the Outer City are dirt avenues lined with wooden sidewalks. This allows foot traffic to avoid stepping into the seas of mud that these streets become during rainstorms. Unless, of course, you need to cross the street....

15. TAVERNS

The taverns in the Outer City are almost all ramshackle wooden buildings with a cheap and well-used appearance. (On the City of Neraka Map, taverns are the buildings marked with a dot—see the map key.) Generally the name of the establishment is displayed on a faded sign over the door. The name often reflects the color of the district in which the establishment is located (e.g., the Red Dragon, the White Shield, the Black Boot, etc.).

Any windows are broken. Furniture is invariably sturdy hardwood and is primitive in nature. The bartenders keep kegs and casks behind the bar and bottles of hard liquor in cabinets well out of the reach of thirsty patrons. Because of the influx of troops, prices

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are inflated to about double those listed in the *Players Handbook*.

All taverns have front and back entrances, as well as 1d6 + 1 windows.

The taverns are open around the clock. To determine the makeup of the clientele when the PCs enter, roll 1d6 and subtract 1. The final result is the number of times to roll on the Tavern Customer Table to determine how many of what types of beings occupy the bar. Note that Ribaldry (Event 18) will add to this number. If 0 rolls are indicated, no customers are present.

Tavern Customer Table

D20 Roll	Customer Type and Number
1-3	Human Merchants (2-7)
4-6	Human Mercenaries * (2-11)
7-8	Baaz Draconians * (2-11)
9-10	Kapak Draconians * (2-9)
11	Sivak Draconians * (2-7)
12	Bozak Draconians * (2-7)
13	Aurak Draconians * (2-7)
14	Ogres * (2-7)
15	Minotaurs * (2-7)
16-18	Trollops (1d8)
19-20	Human Laborers (2d6)

* These are troops in a Dragonarmy. Roll 1d8 to determine which army:

D8 Roll	Dragonarmy
1	White
2	Green
3	Black
4	Blue
5	Red
6-8	The army of the district the tavern occupies

Brawls: There is a 10% chance per hour that a fight will break out in a tavern during the Ribaldry Event, which lasts from 4:00 PM to 5:00 AM. This chance is increased by 10% for members of every other Dragonarmy (besides the one controlling the district), that are present. If the PCs are not wearing any military uniforms, their presence increases the chance of a fight by an additional 10%.

Check one turn after the PCs enter a tavern and then after each hour that they remain there. Bar brawls in Neraka are savage affairs, with weapons, spells, and special abilities all coming into play. Members of all different factions present invariably become involved. Each faction sticks together and all other factions are considered enemies.

The city guards arrive 2d6 rounds after a fight begins, emptying the bar quickly. Any brawlers apprehended by the guards are taken

to the Pen (Encounter 24). The guards always arrest members of other factions first, giving their own comrades time to escape.

If the PCs are not wearing the uniforms of the district's Dragonarmy, each character has a base 20% chance of being arrested in the general panic to escape the bar. Fighting with the guards results in all present members of the district's Dragonarmy joining forces to slay the offender.

16. Inns

Inns are establishments where the PCs might be able to rent rooms for one night or several nights. (On the City of Neraka Map, the inns are the buildings marked with Xs—see the map key.) In many cases, as shown on the map, an inn and a tavern are adjacent. Consider these establishments to be large buildings with both functions addressed.

An inn has a 90% chance of having room for the PCs before the district's Dragonarmy arrives, and a 25% chance thereafter. A room costs 1d4 stl per night, although the cost can be cut in half if the customer is willing to sleep on the floor.

Food is always served, but again at double the prices listed in the *Players Handbook*. The residents of the inns generally try to leave each other alone.

17. Army Camps

These are established immediately following the arrival of the district's army. The camps are approximately double the size of the Outer City districts shown on the map and spread into the plains beyond Neraka.

The camps consist of canvas tents and are the sleeping quarters for the troops and non-commissioned officers of the Dragonarmies. The officers seek more comfortable quarters in town. Each Dragon Highlord usually has a large house in the center of the camp in which he or she resides. During this adventure, however, the Highlords all stay at their quarters in the temple.

The camps are crowded with sleeping troops from 4:00 AM until noon. From noon until 4:00 PM, the camps are crowded with grumpy, hung-over troops. Starting at 4:00 PM, the troops move back into town for another night of carousing.

The camps are guarded with a casual assortment of pickets placed at 100-yard intervals about the perimeters. The status of these guards should be determined by a d6 roll: 1-2 = alert; 3-4 = asleep; 5-6 = have abandoned the post and gone into town.

The supply wagons and ammunition trains

of each army are gathered in the center of each camp. If these wagons are destroyed, the morale of each unit in the affected army is reduced by 1 for purposes of the BATTLESYSTEM™ scenario. In addition, the Attack Rating (AR) of each archery unit in the army is penalized by 2.

18. Market Square

These are large, open plazas surrounded by dozens of little stalls. The stalls are not shown on the City of Neraka Map, but they are all around the perimeter of the open area. From dawn until shortly after noon, these stalls are locked and guard patrols frequently look in on the abandoned plazas. Starting at about 1:00 PM, and continuing until dawn, the stalls are opened and the goods within hawked for sale by the sleaziest collection of hucksters and salesmen ever gathered on Krynn.

Items for sale in the market squares include a tremendous variety of meats, fruits, vegetables, baked goods, candy, and exotic cuisine from the far corners of the world. Every variety of liquid refreshment, usually intoxicating, is available in quantities large or small. Animals both mundane and exotic are offered for sale, as are an amazing collection of worthless trinkets and military souvenirs. Pennants proudly proclaiming the various Dragonarmies, or announcing a victory at the yet-to-be-fought Battle of Neraka can be bought cheaply.

Herbs, spices, potions, and poisons are all advertised for sale. Potions generally go for about 100 stl, and there is a 50% chance that they do not perform as claimed. The water in a potion bottle always carries at least a mild enchantment, so a *detect magic* does not reveal the potion to be worthless. If a potion is determined to be other than what is claimed, it may be poison 10%, another randomly determined type of potion (30%) or simply mildly enchanted water (60%).

Barter is the name of the game in the market squares. All merchants start out asking at least five times what they figure they can get for their wares; only skillful bargaining will bring them down to a standard price.

19. Dark Churches

These are small temples devoted to the worship of the Queen of Darkness. Each is a small stone building with a courtyard in front enclosed by a low stone wall. (On the City of Neraka Map, dark churches are the domed buildings with wings—see the map key.) Multicolored tapestries hang outside and inside the temples, displaying images of all five types of evil dragons. The banners of which-

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ever quarter the temple occupies are given a prominent position.

Each temple is staffed by 2d6 Dark Pilgrims. The pilgrims do a brisk business in "prayers for hire." Troops and officers of the Dragonarmies frequently visit the temples and pay one stl for a blessing that will supposedly increase their chances of surviving an upcoming battle.

Other treatments, such as removing or placing curses, cure light wounds, and other small enchantments, are available for a steeper price. Usually 4d10 stl is asked for services in this category.

Any visitors who arouse the suspicions of the Dark Pilgrims are secretly examined with a detect good spell. If the visitors are discovered to be of strongly good alignment, the area guards are called for by a secret messenger. The guards arrive 3d6 rounds later, and until then the Dark Pilgrims attempt to delay the departure of the good visitors.

20. Merchant and Craftsman Shops

A vast assortment of merchant shops line the streets of Neraka. (On the City of Neraka Map, these shops are the dark gray buildings—see the map key.) As with most other costs, the prices of goods and services are approximately double what might be expected. Goods purchased in a shop are much less subject to barter than those found on the Market Square.

To determine the merchandise sold in a given shop, roll 1d100 on the Merchant Shop Table.

If the PCs are looking for a specific type of shop or craftsman, roll 1d100 to determine a starting place on the table. Then move down the table, passing one type of merchant or craftsman for each Encounter 20 that the Heroes pass, until they reach the type that they are looking for.

If the PCs ask for directions, simply place a shop of the type they seek 1d4 blocks away, and allow them to find it if they obtain and follow the directions.

The DMG provides information on many of these types of businesses. For others you must use common sense to create a description for the players. The size of the shop is determined by the type of work done there, as a wainwright requires much more space than a gemcutter, for example.

Merchant Shop Table

D100 Roll	Shop Type
1-3	Moneychanger
4-7	Moneylender
8-10	Jeweler/Gemcutter
11-13	Apothecary/Alchemist
14-16	Locksmith
17-21	Blacksmith
22-26	Carpenter
27-29	Embalmer/Undertaker
30-32	Musician/Dancer
33-35	Physician/Bloodletter
36-38	Barber
39-40	Scribe
41-42	Stonemason/Quarryman
43-45	Tailor
46-48	Teamster/Mule-skinner
49-50	Wainwright/Wheelmaker
51-53	Baker
54-56	Glassblower/Bottlemaker
57-60	Leatherworker/Tanner
61-62	Ropemaker
63-65	Shoemaker/Bootmaker
66-67	Brewer/Distillery
68-70	Trinkets/Cheap junk
71-72	Weaponsmith
73-75	Armorer
76-80	Butcher
81-83	Caravan Guides/Outfitting
84-85	Mapmaker
86-90	Pawnshop
91	Sorcerer
92-94	Sage
95-97	Architect/Engineer
98-00	Harness and Tack

21. Guardhouse

A guardhouse is always garrisoned by the Dragonarmy in whose district it is located. (For the number and type of troops in each detachment, consult the Garrison Table.) A Dragonarmy officer is always present to command the detachment. Each guardhouse is a sturdy stone building and contains a waiting room, two interrogation rooms, four cells, an office (for the officer), and a ready room for the troops on duty there.

Garrison Table

D12 Roll	Creature	Number Army
1	Baaz	3d6 White
2	Baaz	3d6 Green
3	Kapaks	2d8 Blue
4	Kapaks	2d8 Red
5	Bozak	2d6 Black
6	Sivak	2d6 Red
7	Ogres	2d6 Black
8	Hill Giants	2d4 Green
9	Minotaurs	2d6 White
10	Human	3d6 Red
11	Human	3d6 Blue
12	Human	3d6 White

Each guardhouse is staffed by three detachments of troops, unless a detachment is out in response to a call. If the Dark Pilgrims at a Dark Church call for help, a detachment is sent. Likewise, if a brawl breaks out in a bar, one of the detachments rushes to arrest the troublemakers. At least one detachment always remains in the guardhouse.

The cells are only used to hold prisoners whom the officers think are worthy of the attentions of the Inquisitor or a appropriate Highlord. Troublemakers, drunks, and rowdies are immediately sent off to the Pen (Encounter 24).

Each detachment of guards contains the same members as the garrison of a guardpost (Encounter 14). Roll 1d12 on the Garrison Table three times to determine the nature of the three detachments at a given guardhouse. Ignore the designation for army shown on the Garrison Table, since all of the detachments are of the district's controlling army.

The first detachment rolled is the one that is always present at the guardhouse. Roll 1d8 to determine if either of the others are currently busy quelling some disorder: 1-5 = all 3 are present; 6-7 = the third detachment rolled is absent; 8 = the second and third detachments are absent. If the PCs have created a diversion that has drawn a detachment away, then the third detachment is absent, and on a 6-8 the second is also busy.

22. Entrances To The Undercity

These are of two types: outdoor and indoor entrances. They are never obvious to passers-by. Outdoor entrances are almost always through secret trapdoors concealed in the wooden sidewalks of the Outer City.

Outdoor entrances to the Undercity that are located in Neraka's Inner City generally use the sewer grates that line the city streets. Where these encounter areas are marked on

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the map, the grates swing easily upward. The grates have a locking catch underneath, so simply pulling up on a grate does not release it. A successful *pick locks* check by a thief is required to release the catch.

Indoor entrances are concealed beneath floorboards, or under rugs, tables, or beds. Treat these entrances as secret doors for purposes of discovery.

23. Warehouse and Storage Bins

These buildings contain the vast stockpiles of supplies that have been gathered to support the Dragonarmies. The caravans that continue to arrive in Neraka bring additional quantities of goods, which are immediately carried to an empty warehouse for storage.

The buildings are all made of stone block with heavy wooden doors. Each door is securely locked, and is so strong that any attempts to *open doors* suffer a -3 die modifier.

To determine the contents of a given warehouse, roll 1d10 and consult the table.

Warehouse Table

D10 Contents

- | | |
|-----|---|
| 1 | Uniforms (appropriate color for district) |
| 2 | Beer and ale in casks |
| 3 | Liquor in bottles and wine in casks |
| 4 | Salt (1-3) or Oil (4-6) |
| 5 | Weapons of all Dragonarmy types |
| 6 | Fodder (hay and oats) |
| 7-8 | Grain in bins |
| 9 | Hardtack (dried meat) |
| 10 | Dried Fruits and Vegetables |

Roll percentile dice to determine how full a given warehouse is if the PCs should enter it. The dice roll equals the percentage of capacity currently in use.

24. The Pen

This is the holding tank for troops and citizens who get too rowdy in Neraka, and then make the ultimate mistake of not outrunning the guards. Such unfortunates are brought to the pen and thrown in.

Food and shelter are not provided in the pen, since most prisoners enjoy only brief stays. Several rusty iron troughs offer what passes for drinking water-only to an extremely thirsty character!

Prisoners remain here until their unit commanders arrive to bail them out, which is usually within a day or two. If the imprisoned is a private citizen, arrangements for bail must be made with the Penkeeper (see Appendix I).

Bail in this case costs everything the imprisoned character has upon his or her person (as revealed by a thorough search), and whatever the Penkeeper feels he can get for the person's life. If money must be fetched from a location in Neraka, the accused is held and guards from the Pen venture into town to collect.

The Penkeeper returns weapons and armor to released prisoners, but he keeps money, gems, potions, and other valuables.

The pen is enclosed by a 30-foot-high wooden fence. The perimeter beyond the fence is guarded by regular patrols of guard detachments from the Green Dragonarmy.

A secret door in the south end of the fence allows passage to the outside world. Characters passing through it during daylight are certainly seen by the perimeter guards. At night, there is a base 50% chance that escapees are spotted. Increase this chance by 10% for every individual over eight in the escaping party.

If the PCs remain in the pen for two days, or if it is Day 7 of the adventure, a scruffy-looking human mercenary approaches them with an offer to show the way out, for a price. He negotiates for whatever he thinks he can get from the Heroes, and then shows them the secret door.

The Penkeeper's hut is a small wooden building near the northern edge of the pen's perimeter.

In here, the Penkeeper has collected 500 stl, four *potions of healing*, a *potion of stone giant strength*, and a *potion of invulnerability*. All of these possessions are locked in an iron strongbox under his bed. The Penkeeper keeps the key to the box on his belt at all times, and the box is trapped with a poison needle that will prick any thief who fails a *pick locks* attempt (successful saving throw vs. poison or die).

25. Slaver Pens

The occupants of these cells stay here in abject hopelessness, waiting to be purchased by officers in the Dragonarmy, wealthy merchants, or shopowners looking for cheap labor.

The slaver pens are actually holes in the ground over which heavy bars have been laid. Prospective purchasers walk above the cages on catwalks, looking down at the Slavemaster's wares.

Slaves are segregated by sex and age, with men of various ages kept in a variety of cages, and likewise with women. The youngest slaves are about 15 years of age, and any of 45 years old or older are summarily disposed of, as their marketability is virtually nil.

A strong young man or attractive young woman costs about 150 stl, while the less de-

sirable slaves can be purchased for a third of that. This is truly a sad and very nearly hopeless place; perhaps nowhere else is the evil behind the Dragon Empire so brazenly displayed.

26. The Pit

This is a deep hole in the ground where the bodies of dead humans, draconians, ogres, and creatures of all varieties are unceremoniously tossed to rot and decay.

The stench is vile. Any character attempting to approach the pit must pass a Constitution Check or fall back, gasping and choking. Characters who do reach the edge of the pit must make a saving throw vs. poison or succumb to a disease, as if they had been affected by a cleric's *cause disease* spell.

27. Lute's Loot—Pawnshop

This little store in the Red Army's district is one of the centers of activity for the Hidden Light—the underground movement that seeks to undermine the power of the Queen of Darkness.

Lute (see Appendix I) is a courageous little man who is ready to sacrifice his life to further his cause. If the PCs can convince him of their sincerity, he shows them the secret trapdoor in the floor of his shop leading to the catacombs of the Undercity. He knows the underground route to the dungeons below the temple and to the meeting room under the Inn of the Broken Shield. He sketches out a crude map of these routes for the PCs, if they ask him to do so.

28. Inn of The Broken Shield

This inn looks like nearly any other tavern in the Outer City, except that there are always 2d6 human laborers present in addition to all other groups. All but a few of its customers would be surprised to learn that this inn is the center of underground resistance in Neraka.

Talent Orren, the proprietor, is the leader of the Hidden Light. The laborers are his most faithful followers and bodyguards. A secret trapdoor behind the bar leads to a large underground meeting room. During the Nightwalk, when most of the Undercity is deserted, Talent can gather 100 freedom fighters here, mostly through subterranean passages.

Like Lute, Talent willingly supports any activity of the Heroes if he is convinced that they are true enemies of the Dark Queen. For a major operation, he and his men will risk their lives to create a diversion or otherwise aid the PCs' efforts.

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29. Hair of The Troll Tavern

This inn, located in the Green Army district, resembles other Nerakan inns in all respects except one: it is the favored watering hole of Maelstrom, the freedom fighter who serves as liaison between the Hidden Light forces in Neraka and those in the countryside.

Maelstrom is a burly human who sits by himself, drinking an apparently enormous quantity of ale without being visibly affected. Other patrons, including ogres and Sivak draconians, have learned to leave this human alone.

If approached by the PCs and convinced of their sincerity, Maelstrom will reveal the significance of both Lute's Loot and the Inn of the Broken Shield. If the Heroes enter either of the latter establishments with a corny line such as "Maelstrom sent us," they are guaranteed of a hearty welcome.

ENCOUNTERS: The INNER CITY

Sheltered by the high walls of Neraka, the Inner City is somewhat different in character from its counterpart outside the walls. Although free travel is limited to Dragonarmy officers and those with passes, the Inner City districts are nearly as busy as the regions of the Outer City—the Dragonarmies have many officers, and they generally visit establishments in the Inner City to avoid meeting the rabble that they command.

The quarters of the city, as defined by the various colors of Dragonarmies, continue through the Inner City and up to the Temple itself. The streets in the Inner City are all paved with stone, and each has a drainage sewer running underneath it. Iron grates, spaced every 100 feet down the centers of the streets, drain water from the streets to the sewers below.

Encounter descriptions 15 through 23, given for the Outer City, apply to similar structures in the Inner City as well, with a few exceptions. Thus the taverns, shops, etc., of the Inner City are not described separately. Use the Outer City descriptions and apply the following modifications:

Prices: Because the customers of Inner City establishments are army officers and wealthy citizens, the costs of all goods here are roughly four times the standard AD&D rates. This is double the rate of Outer City establishments.

Clientele: Dragonarmy officers are always accompanied by a bodyguard of elite troops. Thus, when determining the customers present in a tavern, roll on the Tavern Customer Table in Encounter 15. Each group of troops is accompanied by an officer. Roll 1d6

to determine the race of the officer: 1-4 = human; 5-6 = the same race as the troops.

Note: There are no army camps or market squares in the Inner City.

The Queen's Way: This is the main street of the Inner City. It spirals around from its beginning, at the Main Gate, through two complete spiraling loops before coming to an end at the Temple Square. It is flanked by the city walls on either side, and guard patrols diligently move through it, checking the papers of all they encounter.

Double the frequency of random encounter checks while the PCs are on the Queen's Way.

30. Main Gate

A huge gatehouse surrounds a pair of massive iron gates, tightly closed. A heavy portcullis blocks access to the gates. A small door into the gatehouse seems to be the only open passage, and several guards stand before it, demanding papers from all who approach.

The Neraka's main gate is a fortress unto itself. The building towers nearly 100 feet above the surrounding streets. The small doors next to the gates open onto a hallway running the length of the building, leading from the Inner to the Outer City.

If characters note the gate, they see many guards posted atop its walls. The area around the gate is lit by hundreds of torches at night. There is a 1/3 chance per turn that an officer passes through the door next to the gates. Observing characters who make a successful Intelligence Check notice that the officer is not asked to show papers.

The gatehouse is garrisoned by 100 troops from each of the five Dragonarmies (500 total). These troops maintain barracks and mess halls within the gatehouse, and serve here for one-month shifts. All changes of guard postings occur within the gatehouse itself. The vigilance of the guards at the main gate is never lowered; noninvisable characters attempting to scale the wall here or sneak through the door are seen and accosted by the guards.

Any characters captured here are taken directly to the Captain of the Guard (Encounter 38).

31. Minor Gates

These gates allow passage from each district into the Inner City. Each gate is flanked by twin 60-foot-high towers. The gates are manned by the army of the respective district.

Like the main gate, the minor gates are closed after Event 5. Only a small wooden door allows passage between the Inner and Outer Cities.

Each minor gate is watched by three detachments of guards on duty at any given time. Roll on the Garrison Table below to determine the makeup of these detachments. One detachment guards the wooden door at ground level, checking the papers of all who pass (except Dragonarmy officers). An officer is posted with this detachment. The other detachments are posted atop the two towers flanking the gate.

Garrison Table

D12		Roll	Creature	Number	Army
		1	Baaz	3d6	White
		2	Baaz	3d6	Green
		3	Kapaks	2d8	Blue
		4	Kapaks	2ds	Red
		5	Bozak	2d6	Black
		6	Sivak	2d6	Red
		7	Ogres	2d6	Black
		8	Hill Giants	2d4	Green
		9	Minotaurs	2d6	White
		10	Human	3d6	Red
		11	Human	3d6	Blue
		12	Human	3d6	White

Unlike the main gate guards, these detachments live in the army camps. The relief guards march from the camps to the gates at every shift change. These guards are always alert enough to detect noninvisable intruders attempting to slip past their posts.

32. The City Walls

Rising 40 feet above the ground, and spiraling inward like a constricting snake, the city walls present a smooth, stone surface to any who would try to reach the Inner City.

The walls rise to a stone parapet. A 10-foot-wide walkway runs along the top of each wall. A guardhouse is located every 100 yards. The guards move 50 yards out and back again from each guardhouse on an irregular basis.

Characters attempting to slip across the top of the walls unnoticed stand a base 80% chance of being observed. This chance is doubled during daylight. The chance can also be modified by the vigilance level of the guards (see Event 16), and whether or not the PCs received the blessing of the gods in Event 1. In addition, add 10% to the chances of detection for each individual above eight in the party attempting to sneak across.

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If the modified chance of discovery is 100% or more, the party is spotted. If it is less than 100%) roll 1d100 to determine whether or not they pass unseen.

33. Towers

Each of these towers lies astride the city wall. The towers are 60 feet tall and 40 feet wide, with an open platform on top surrounded by a waist-high parapet.

Each tower is garrisoned by a guard detachment, as explained in Encounter 31. The towers are hollow, with wooden stairways spiraling upward inside them. Two ground-level doors lead into each tower and one door opens onto the wall on either side of the tower. The stairs end in a trap door that opens onto the roof of each tower.

34. Emperor's Court

This huge square directly behind the main gate is lined with galleries and reviewing stands. It is used for parades, festivals, and other pageantry. It sits astride the main street leading from the main gate to the temple, so it serves as a thoroughfare when not used for anything else.

The street begins to snake toward the temple underneath a huge stone arch in the western wall of the court. To the south, an iron gate stands shut, barring passage to the Queen's Court. Treat this gate as any other minor gate (Encounter 31).

35. Queen's Court

The Queen's Court is a slightly smaller version of the Emperor's Court. It sits astride the main street, which passes through the square along the east-west axis. At the south end of the court, another minor gate provides direct access to the temple square (treat as in Encounter 31).

36. Temple Square

Rising like the misshapen spawn of a mad architect's nightmare, the Temple of the Queen of Darkness claws skyward from the center of a huge plaza. Black, twisted towers shoot from the structure at odd angles. The walls seem to bend outward or inward with no logical pattern.

The huge square surrounding the temple is the end of the snake-like Queen's Way. It is not visited casually. Stationed in here at all times are honor guard units from each of the five Dragonarmies. Randomly select one unit

from the BATTLESYSTEM™ rosters for each army.

The honor guard units march around the tower at a leisurely pace, but the troops are alert. Weapons gleam, uniforms and boots are clean, and officers and sergeants bark their orders with crisp precision. This is an opportunity for each army to display its military might, and each unit strives to outdo the others in appearance, drill, and discipline.

37. arena of death

This vast coliseum is devoted to the entertainment of the troops and citizens of Neraka. The usual show consists of many slaves being forced to fight to the death.

The arena gates are not closed or guarded so characters have no difficulty walking onto the arena floor or among the galleries. Below the floor, however, considerable activity occurs in preparation for the Queen's arrival.

The day after the Queen enters Krynn, a huge spectacle has been planned for the entertainment of her Dark Majesty. Four units of slaves have received extensive training and preparation as light infantry. Each unit comprises 120 strong fighters. Two units will fight each other in two separate matches. The victorious units will then face each other in a climactic battle to the finish. The surviving members of the winning unit will be given their freedom; all others will be put to death.

Each unit is quartered in a huge, barren room under the arena. Their weapons and armor, of course, are stored separately. Each unit is guarded by two detachments (for the size and type of each detachment, consult the Garrison Table in Encounter 31) of the Blue Dragonarmy.

If these slaves can be freed, they will serve their liberators as elite units during the Battle of Neraka, or will create a diversion during the Second Council, or will perform any reasonable request of those who freed them.

38. Captain of The guard

This hulking blockhouse is the quarters of the city guard, and the headquarters of the Captain of that guard (see Appendix I).

The city guard is the only military formation in Neraka that is not a member of one of the five Dragonarmies. Thus, the Captain of the Guard enjoys a rank very nearly equal to that of a Dragon Highlord.

The city guard forces consist of 11 squads of 20 Kapak draconians each and 11 squads of 20 Baaz draconians each. Each squad is commanded by an Aurak draconian and two Bozak subcommanders.

The blockhouse contains barracks and mess halls for these squads, as well as 100 small cells for temporary storage of prisoners. The only prisoners kept here are those deemed too significant for storage in the Pen. They are generally sent to the Inquisitor (see Appendix I) within 1d3 days.

The captain's office on the second floor is reached by ascending a long, stone stairway. One Kapak squad is always assigned to protect the approach to the office.

In the rear of the blockhouse is a small temple of Dark Worship, tended by a group of eight Dark Pilgrims.

ENCOUNTERS: The Undercity

The subterranean region stretching beneath the city of Neraka is collectively referred to as the Undercity.

Encounters 39 through 43 are descriptions of common Undercity locations. These locations are repeated many times throughout the Undercity, but they are similar enough that general descriptions apply to all of them. Encounters 44 through 47 list unique areas.

The locations referred to in Encounters 39 through 43 are displayed on the Undercity of Neraka Map with symbols rather than encounter numbers. The upper sewers (Encounter 39) for example, are displayed as a double line and are not numbered on the map. Note that the key to the map lists the encounter number for each type of terrain, so that you can quickly find the description during play.

IRON grates

In many places marked on the map, a grid of iron bars blocks passage through the upper and lower sewers. These grids serve as crude filters, preventing large objects from flowing through the tunnels. Although they are very old, the grates are made of heavy iron bars. A normal *bend bars* check is required to spread them apart. The grid is made of bars spaced about one foot apart. Kender and gully dwarves can squeeze through the grates in one round. Large creatures must bend the bars to pass through.

SECRET doors

Many routes through the Undercity are blocked or concealed by secret doors. These are cleverly designed portals that blend into the surrounding stonework, down to the molds and slimes that coat most of the walls down here.

The secret doors can be discovered via the normal procedure. Once the door has been

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discovered, however, a thief must make a successful *open locks* check to find and release the catch. A thief can make such a check after 3d6 rounds of searching; if it fails, the search can be continued. An unlimited number of checks can be made at a given secret door, but 3d6 rounds pass between each check.

Exits from The Undercity

Exits leading to the streets of the Inner City are ladders leading up a narrow hole to the sewer grate in the middle of the street. In the Outer City, the ladders lead to secret trapdoors in the wooden sidewalks.

Exits leading to the interiors of buildings anywhere in Neraka are without exception concealed by secret doors from the tunnels of the sewers. Generally, the secret door opens onto a short tunnel leading 10d6 feet to the side of the sewer. At the end of the tunnel, a vertical shaft leads upward about 12 feet to the trapdoor in the floor of the building.

All exits connecting the Undercity to the surface lead from the upper sewers (Encounter 39).

Random Encounters

Note that two different sets of random encounter tables are used for the Undercity, as shown on the Random Encounter Table. The first set is used at all times except during the Nightwalk (12:00 AM to 2:00 AM), and includes the undead that heavily populate the Undercity. The second set of encounters applies only during the Nightwalk, when these undead are walking the streets of Neraka.

If your game clock shows that the Nightwalk begins or ends while the PCs are in the Undercity, immediately switch to the appropriate section of encounters for all checks during the Nightwalk.

Note also that the upper sewers are not considered part of the Undercity for purposes of random encounter checks. All checks for random encounters while the PCs are in the sewers are made on the second set of the Undercity encounter table (the Nightwalk/ Sewer random encounters).

39. Upper Sewers

These are the sewer tunnels running underneath each street of the Inner City. The iron grates on the streets appear every 100 feet along the tops of these tunnels.

The tunnels are about eight feet in diameter and are cylindrical in shape. There is always at least one foot of water collected in the bottom of the tunnel. If it has been raining in

Neraka, the water level is higher.

Add one foot of depth for every day of continuous rainfall, including the present day. Consult Event 3 to determine the length of the rainstorm. Beginning the first day after the storm, the water level falls two feet per day until it reaches the one-foot depth where it levels off.

Even though the upper sewers cross lower sewers at many locations shown on the map, most of these areas contain no connections between the two levels. The two sewer systems are only joined in those locations where spillways (Encounter 40) are indicated.

40. Spillways

The spillways are chutes connecting the upper and lower sewers of Neraka. Some are screened by iron grates, as shown on the map. Each spillway is 60 feet long, and descends 20 feet over that 60-foot length.

The spillways have water flowing down them if the current water level of the upper sewers is four feet or greater. The depth of water in the spillways is three feet lower than that in the upper sewers.

The spillways are always slick and treacherous because of the build-up of slime and mold on the surface of the chute. A character attempting to move up or down the spillway must succeed at a Dexterity Check. Failure means that he slips and falls, sliding all the way to the bottom and sustaining 1d6 points of damage. The character's Dexterity score is modified by a -5 penalty for every foot of water flowing down the spillway.

Any time a character slides down a spillway, roll 1d6. On a 1 or 2, the character has a random encounter at the bottom of the spillway. Roll on the Random Encounter Table (on the adventure cover) to determine what creature is encountered.

A character trying to climb up the spillway who fails the Dexterity Check is assumed to slip at the very bottom, and does not suffer damage. A character can make one attempt to climb the spillway every turn.

41. Lower Sewers

The lower sewers of Neraka serve to channel the water overflow from the upper sewers. They also serve as connecting passages between the various catacombs, reservoirs, and encounter areas down here.

The lower sewers are tunnels 12 feet high and 12 feet wide. They are square, not circular, in cross-section. The depth of water in the lower sewers is 1/2 that in the spillways. The water never flows quickly down here and there

is a stagnant, musty smell throughout the lower sewers. Even if no water flows down the spillways, there is a nearly uniform pool of water four inches deep over the floor of the lower sewer. Characters attempting to *move silently*, or to utilize the effects of *elven boots* must move at 1/3 their normal movement rate, or the splashing of their footsteps is audible 120 feet away.

42. Reservoirs

These large chambers are essentially underground lakes, collecting the overflow from the sewer systems until the water evaporates or seeps into the ground. The water in the reservoirs is stagnant and foul. Any character drinking it must roll a saving throw vs. poison or succumb to disease, as in the clerical *cause disease* spell. Characters who so much as swim in the water must roll a saving throw vs. breath weapon. Failure means that they have inadvertently ingested some of the water, and must save vs. poison or suffer the disease effects.

The water level in the reservoirs is 1d6 feet below that of the lower sewers. Slime-coated sheer drops connect the lower sewers to the reservoirs, with water slowly trickling from the lower sewers to the surface of the reservoir. The reservoirs are 11-30 feet (1d20 + 10) deep. As indicated on the map, they are several hundred feet across.

If characters try to cross the reservoirs, ignore the usual Random Encounter Tables. Instead, if an encounter is indicated, roll 1d6 on the following table:

Reservoir Encounter Table

D6 Roll Encounter

1	2d6 Giant Frogs
2	2d6 Giant Leeches
3	1d3 Giant Constrictor Snakes
4	1d6 Giant Crayfish
5	1 Frogemoth
6	2d4 Huge Pedipalpi

43. Catacombs

The catacombs are the graveyards of Neraka. Until recently, the dead of the city were buried here, with large sections devoted to the families of prominent army officers and important figures in the hierarchy of the evil empire.

With the growing activity of undead in the area, plus the thriving populations of other assorted monsters, the citizens of the city rarely venture down here anymore. The areas have been taken over by the foul denizens.

The catacombs are literally teeming with

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undead at all times, except during the Nightwalk. Double the frequency of random encounter checks while the PCs are in a catacomb, unless a Nightwalk is in progress.

The catacombs are laid out in a square grid pattern. A section of coffins is a 20-foot-square area, surrounded by a 10-foot-wide corridor on all sides. The entire catacombs area is simply this grid pattern repeated many times. Characters walking through this area have the impression of moving down a 10-foot-wide corridor, with similar corridors branching to each side at 20-foot intervals.

Each section of coffins has a wooden door in the middle of one side. Nearly all of the doors (90%) have been destroyed by the ravenous ghouls and ghosts. Inside the tier are the remains of 3d10 corpses. Check for a random encounter every time the PCs enter a section.

If the PCs are attacked by a group of undead, the combat draws additional groups of undead. Roll on the Random Encounter Tables (on the module cover) after 1d6 rounds of combat to determine what additional types of undead arrive to join in the fight. The undead principally seek to slay any PC clerics. If more than one type of undead is present, however, they try to capture the rest of the PCs and take them to the Court of No Resort (Encounter 44).

44. Court of No Resort

This dreary chamber is the focal point of undead power below Neraka. It is the lair of the five liches that control the Nightwalk. See Appendix I for a description of these powerful undead creatures. These are the judges that sit at the court, resolving disputes among the undead of the Undercity. The court is the reason that the undead attempt to take PCs prisoner during encounters in the Undercity.

The courtroom is a vast chamber draped in huge, tattered sections of rotted black velvet. The five judges sit upon a raised dais at the end of the room opposite the entrance. Before the judges sits a long bench. Below this bench is a pit where prisoners are forced to stand.

Behind the pit are arrayed numerous galleries that provide seating for hundreds of interested spectators. They are occupied by all of the captors, as well as numerous other undead who gather for the spectacle of a trial.

The entire chamber is illuminated by several glowing red spheres floating about the room. These are simply red glass balls upon which *permanent* and *levitate* spells have been cast by the liches. Inside each ball is a small stone that has been enchanted with a *continual light* spell.

Behind the judge's bench, a wooden door leads to a smaller chamber. The judges retire

here after they have heard the case, in order to confer and render a verdict.

The liches decide which group of undead can claim the lives of the prisoners. Wights and wraiths desire that the prisoners be given over to them for energy draining, and to increase the population of that type of undead. Ghouls and ghosts have a more basic desire behind their pleas: hunger for the corpses of the prisoners. The banshees want to keep the prisoners alive, but securely chained, in a nearby section of coffins, torturing and tormenting the prisoners for the banshees' entertainment and enjoyment.

A member of each type of undead group that captured the prisoners steps forward and presents the case of that creature type.

The liches then retire to their private chamber and eventually return with the verdict. To determine what the verdict is, list the types of undead in the order that they arrived at the fight. Beginning with the first group, roll 1d6. That group receives the prisoner on a 6 result. If the result is other than a 6, roll for the next group. Again, the verdict is rendered on a 6. Keep rolling, going through the list several times if necessary, until a 6 comes up.

The d6 roll can be modified by several different factors. In all cases, treat a result greater than 6 as a 6. Modify the die rolls as follows:

Verdict Modifiers

Modifier Cause

- | | |
|----|---|
| +1 | Undead of that type killed a PC cleric |
| +1 | Undead of that type were killed in the fight (but not by a cleric's <i>turning</i> ability) |
| -1 | No undead of that type were left by the end of the fight. |

Regardless of what stage the proceedings have reached, the Court of No Resort adjourns at 11:30 PM every night so that the attendees can reach their positions for the Nightwalk. The

prisoners are left under the watchful eyes of 2d6 ghouls until the session resumes at 2:30 AM. The prisoners are not bound, however, nor are their possessions removed. This mechanic may be used as a lucky break, allowing the PCs a chance to escape from an otherwise very difficult situation.

45. emperor's Cache

This secret chamber contains some of the finest treasures from across the face of Krynn. It is the personal cache of the Highlord Ariakus, and its contents are known only to him.

The treasure room is guarded by a huge, ancient red dragon. Ariakus brought the dragon in here under the influence of a reduce spell. After the spell wore off, the dragon became too large to escape, since all of the entrances are eight-foot-diameter tunnels.

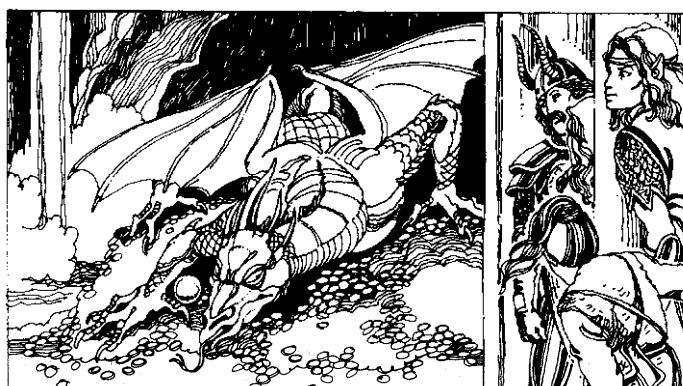
The treasure is heaped in the center of the room, and the dragon spends most of its time curled up atop this pile. Because of the boredom of its existence, its chances of *sleeping* when encountered are 35%, instead of 20%.

The dragon can speak, but cannot use spells.

This treasure includes a veritable mountain of coins: 100,000 sp, 80,000 gp, 40,000 ep, 50,000 stl, and 10,000 pp. Scattered among these coins are 10,000 gems, worth 30-300 stl each (1d10 x 30).

The room also contains numerous examples of magical weapons and armor, including: *plate mail +4, shield +4, shield +3, chain mail +4, leather armor +3, longsword +5 defender, mace +4, sword +2 (red dragon slayer), plate mail of ethereallness, dwarven thrower hammer +3, and cursed berserking sword, +2*.

The room also contains several miscellaneous magical items, including *dust of disappearance, dust of sneezing and choking, a gem of seeing, a medallion of ESP and a talisman of the sphere*.



Chapter 17: The Temple of darkness



Within the Temple of the Queen of Darkness lies the gate through which Takhisis may now partially pass. If this gate is sealed, then the Dragon Empire dissolves into 'warring factions. If it is opened entirely, then the doom of the world is nearly assured.

Closing the gate is no easy task. Creatures of great evil are stationed throughout the temple, and while they may bicker among themselves, they present a united front against the forces of good. The PCs may find that deception proves their only means of achieving success and staying alive. Finding the gate and sealing it without bringing the guards down on their heads is the PCs' primary challenge.

Moreover, it may be difficult to complete the quest for more subtle reasons. The Dragon Highlords are not unappreciative of skill and cunning. Rather than death, they may offer the PCs positions of wealth and power if they abandon their quest and turn from the paths of good. While this always results in the PCs' eventual extermination, the PCs may be tricked long enough for the Dark Queen to triumph.

about The Temple

The Temple of Takhisis is no doubt the most bizarre structure upon the face of Krynn. It

was grown rather than constructed.

When the Cataclysm struck Krynn, the center of annihilation was the temple of the High Priest of Istar. Yet that temple was not destroyed, as were the lands and cities around it. Rather, its parts were scattered among all the planes of the gods: good, evil, and neutral.

Of all the scattered pieces of the temple, the most important was the foundation stone. This pillar of stone was studded with the most precious gems from all over Ansalon, including a hallowed piece of the Whitestone itself from Sancrist Isle. The foundation stone was the main supporting pillar of the temple, and was the focal point of the temple's power.

As fate would have it, the foundation stone was cast into the Abyss, the realm of Takhisis, the Queen of Darkness. After a period of time that cannot be measured by the means available to men, the Queen came upon the stone. Through her cunning and terrible dark magics, she caused the stone to become her portal into the physical world. Through this portal she could circumvent the banishment imposed by Huma, and she once again set her dragons upon the world. This time, she vowed, the forces of darkness would emerge victorious from the titanic struggle.

Thus the foundation stone became the Queen's gateway into Krynn. She entered the

world in a desolate and uninhabited region called Neraka. Neraka was a barren plain high in the Khalkist Mountains of central Ansalon. After planting her stone on the dry, flat ground, surrounded by towering peaks, she walked the world for a time, awakening her dragons from their long sleep. She then returned through the gate to rally her forces on the Abyssal Plane.

The stone she had planted, meanwhile, began slowly and magically to grow into a dark version of the temple that once stood in Istar.

Now fate again played a role in swinging events of the world, this time back toward the point of balance. A brother and sister walked the plain where the foundation stone was planted, and where the weird shape of the temple was just beginning to rise from the barren ground. The brother recognized the value of the stone's gems and eagerly tried to pry one of the gems loose.

The sister objected, as this place seemed at once holy and terrible to her. She felt that they should leave immediately. An argument, and then a struggle ensued. The sister, reeling from her brother's blow, struck her head against the foundation stone, knocking loose a green gem in the same instant that she died.

Her brother clasped the green gem to his chest and fled in panic. His name was Berem

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and he soon found the stone embedded in his chest. The green gemstone caused him a magical torment that denied even the escape of death.

Though the sister, named Jasala, had died, her good and kindly spirit did not flee to the realms of Paladine. Instead, she entered the foundation stone. So convinced was she that her brother would return for her, she remained and awaited him.

The temple grew, but not as the Dark Queen desired. Since the foundation stone was missing one gem, the temple was doomed to be distorted and incomplete. It clawed its way into the sky in twisted agony. Its corridors writhed in tortured and inexplicable directions. The grace of the temple at Istar was perverted and debased.

This in itself presented no problem for the Queen of Darkness. In fact, such an abode was more suited to her tastes. But it was the spirit of Jasala—a spirit of compassion and goodness that inhabited the stone and thus blocked the Queen's gate into the physical world. Takhisis could only project a portion of her presence through the gate between the universes until such time as the gate could be thrown fully open.

In the meantime, the twisted corridors and bizarre rooms of the temple have been adapted to the uses of the Queen and her generals. Some additional construction attempted to make sense of the perverted architecture and turn the building into a more useful structure. Defensive mechanisms to protect the temple were for the most part successful. A disciplined regiment from each of the five Dragonarmies maintains a permanent posting here to insure continued security. Bands of Dark Pilgrim—the clerics of Takhisis—roam the temple, constantly performing rites of darkness and evil.

Distortions of Reality

The building appears to be totally of this world, but this is not the case. The temple actually rests astride the border between the physical world of Krynn, on the Prime Material Plane, and the Planes of the Abyss, in the Negative Material Plane. Thus much of the original structure is gravitationally and geometrically unstable.

This is a natural phenomenon, not a magical one. Therefore, spells such as *detect magic* and *dispel magic* have no effect on the perspective and gravity distortions that occur throughout the temple.

Characters may find themselves climbing stairs that actually descend to a lower level. The curved corridors shown on the temple maps appear straight to all forms of measure-

ment and detection. This applies to all curved corridors in the temple, including those that double back upon themselves in a "U" shape. Intersections of these curved corridors always appear to be at right angles.

As mentioned above, stairways sometimes appear to travel in directions opposite to their true directions. Any time the PCs encounter a stairway, either spiraling or straight, roll 1d6. On a 1-3, the stairway seems to travel the opposite direction from that actually moved. Characters who think they are climbing are actually descending, and vice versa. Spiraling stairways always seem to spiral, however; they are not considered curved corridors for purposes of the distortion described above.

Maps

The Temple of Takhisis is mapped in four separate pages in the Map and Roster Book. These pages show the dungeon level, the main level, the upper level, and the tower levels. Encounter areas are numbered starting with the dungeon level, and moving upward through the other levels.

The Objective

The ending you have selected for the epic requires the PCs to reach a certain location within the temple. Each key location is in the center of one of the temple levels, as follows:

Objective	Level
Foundation Stone	Dungeon Level
Council Chamber	Main and Upper Levels
Anvil of Might	Upper Tower Level

The Garrison Regiments

An elite unit of draconians from each Dragonarmy is posted on permanent guard duty in the temple. The sections of the temple guarded by each army correspond to the city districts controlled by the same army. Unlike those in the city, members of these elite regiments are never subject to reduced vigilance because of a long shift on duty.

These regiments compose the honor guard for the Highlords when the Dragon Highlords meet in council. Their order of entrance is explained under Event 11.

The draconians in each regiment are not unusual except that they are among the largest of their type, and therefore have very nearly the maximum number of hit points available. The Temple Garrison Table lists the name of each regiment, the type of draconians it contains, and the hit point spread for these elite draconians.

Temple Garrison Table

Army and Unit Name	Drac. Type	Hit Pts
White Legion	Kapak	18 + 1d6
Green Regiment	Kapak	18 + 1d6
Black Guards	Bozak*	24 + 1d8
Blue Watch	Sivak	32 + 2d8
Red Watch	Sivak	32 + 2d8

* The Bozak draconians of the Black Guards can cast the following spells: *detect magic*, *magic missile*, *sleep*, *detect invisible*, *web*.

ENCOUNTERS

46. Training Rooms

Each of these five rooms is located underneath the barracks of one of the five Dragonarmy regiments garrisoning the temple. One is used by each regiment.

The rooms are so large that all members of the unit can gather for drill and fighting practice. Usually only a portion of each regiment is present while the others are posted on guard duty or sleeping.

Each training room is simply a large, open area. The ceiling is 20 feet above the floor, which consists of fine sand covering a base of rock. The rooms are surrounded by a viewing gallery, 10 feet higher than the floor of the training area. Numerous stairways provide access from the floor to the galleries.

The training areas are used on a fairly regular schedule. From 6:00 AM until 4:00 PM, 60-90 (50 + 10d4) members of the regiment, are involved in weapons and drill practice. At all other times, 3d6 members are present, practicing on their own.

However, the training areas are abandoned during (and for four hours before and after) each council of the Dragon Highlords.

47. Regimental armories

These rooms are locked, and two members of the regiment stand outside the door at all times. A warrant signed by an officer of the regiment, or by the army's Highlord, is needed for permission to open the armory. In fact, the guards do not keep the key to the door; it is held by the regiment's commanding officer.

Each armory contains the following supply of weapons: 800 spears, 240 longswords, 400 shields, 400 suits of (draconian) armor, 80 heavy cross bows, 2,000 quarrels, 40 longbows, and 1,600 arrows. Locked in a closet near the back of the room are the officers' supplies: eight suits of *plate armor +1* (human, with masks), eight *longswords +1*, and eight *potions of speed*.

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48. Regimental Kitchens and food Supplies

These rooms contain the kitchens used to cook for the regiments and the officers while they are in the temple. As might be expected, the food is considerably better than that in any of the army camps around Neraka.

The kitchens are adjacent to storerooms that are exceedingly well-stocked. The supply storage rooms contain enough food for a six-month siege.

Each kitchen is staffed by 12 human slaves, and two draconian guards. The slaves sleep in a small room adjacent to the kitchen. Each kitchen has four huge ovens, four cooking fires with large iron kettles suspended over them, and a large refrigeration room chilled with ice from the Khalkist Mountains.

The food stockpiled here includes many bins of grains, dried fruit, and dried vegetables. The refrigeration rooms contain fresh fruit, vegetables, and meat.

49. acid Pools

These devious traps are all similar in effect and appearance, but they are concealed by a wide variety of illusions and look quite different.

Each acid pool is a circular room, 60 feet in diameter, with at least one corridor entering it. The pool of acid fills the entire room, and is six feet deep. Characters immersed in the acid sustain 8d6 of damage per round.

If the PCs approach one of these pools, roll 1d6 and compare the result to the following table to determine which illusion is in effect.

Acid Pool Illusion Table

D6 Effect

- 1 No illusion
- 2 Acid is *invisible*
- 3 Acid pool appears to be water
- 4 An illusionary bridge connects all corridors leading into room
- 5 A real bridge connects all corridors leading into room, except that middle 10 feet of bridge is illusionary
- 6 The room is disguised as a corridor

50. dark abbey

This chamber is devoted to the worship of the Queen of Darkness. It is huge and circular, with rows of benches surrounding the central altar in concentric rings. The altar contains a life size, and lifelike, statue of the Queen of Darkness.

Services are held in the abbey following each session of the Dark Rites (Event 17). These services last for two hours. During these

services, 240 Dark Pilgrims are present. At all other times, eight Dark Pilgrims are busily sweeping and tidying the chamber, or dusting the statue.

The abbey is deserted during the councils of the Dragon Highlords.

51. queen's garden

A moist and musty smell pervades these caverns. The caves floors are covered by a well-irrigated layer of soft dirt. Small fountains flow into streams that run through the caves and finally disappear into the dirt. The place is strangely beautiful and idyllic-except for the plants that grow here....

Each of the garden's six caverns is home to a vile and deadly form of plant life. Starting with the first one encountered by the PCs, the caves contain the following:

- First cave: 36 green slimes
- Second Cave: 24 seven-foot-tall violet fungi
- Third cave: 33 yellow musk creepers
- Fourth cave: brown mold
- Fifth cave: 66 witherweeds
- Sixth cave: yellow mold

In addition to the plants, each cavern is inhabited by a shambling mound that seems to fulfill some ecological purpose simply by moving among the plants. There are no paths through any of the caverns; visitors to the garden must step on or over the plants.

52. queen's Chamber

This vast cavern has been prepared as the abode of the Queen of Darkness herself, after she enters the world of Krynn. It is simply a vast and empty cavern. *Continual darkness* spells have been cast throughout the room.

53. arcane Workshop

Although this room is not currently in use, it has served some of the most powerful evil magic-users on Krynn. Here was discovered the secret of perverting good dragon eggs into draconians.

The room lies behind a simple, unlocked wooden door. It is protected, however, with enchantments that go far beyond the capabilities of a mere mechanical lock. Beams of bright light spill from the room, and can be clearly seen around the door.

All spells that have already been cast in the room have been cast by a 14th-level magic-user.

If the door is opened, a *magic mouth* appears on the door, saying: "Are you sure you

want to do this?"

The room within is illuminated by dozens of *continual light* spells. It contains eight workbenches and 16 stools. Each bench holds a variety of vials and bottles that are filled with all kinds of foul and disgusting ingredients. In the center of each bench rests a book that looks like a fat spellbook. However, each book is simply a collection of blank pages, with a title written in *explosive runes*.

Each bench also contains a drawer. The drawers are protected by fire trap spells. The drawers of four of the desks contain only scribbled notes, dried inkwells, etc. Each of the other four contains something of value, however:

Drawer 5: A *deck of many things*

Drawer 6: A magic-user's scroll, containing the following spells: *polymorph other*, *cloudkill*, *cone of cold*, *hold monster*

Drawer 7: The following potions (two doses of each): *climbing*, *extra healing*, *fire resistance*, *polymorph self*: Each potion bottle is clearly labeled.

Drawer 8: A *wand of magic missiles* with 27 charges

Roll 1d8 to randomly determine what is in the desk if the PCs attempt to open one of the drawers.

54. temple dungeon

These corridors are lined with row after row of tiny, lightless cells. A few are actually occupied by prisoners, although 90% of them are empty.

Each cell is an eight-foot square room with no window, secured by a heavy iron door. A small hole in the floor of each room serves as a pitiful latrine. The doors contain six-inch-wide slots at floor level to allow for passing food and drink to the occupants.

The prisoners who are here now include several members of the Hidden Light, but are primarily officers and troops of the Dragonarmies who have committed serious infractions, such as murdering a comrade or attacking a superior officer, or perhaps taking the Queen's name in vain. Several formerly prosperous Nerakan businessmen occupy some of the cells. They were brought here because they could not control their greed.

Meals of stale bread and scummy water are brought to the prisoners around 6:00 PM, unless the Inquisitor's guards forget. The average prisoner has occupied his cell for 1d12 months.

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55. Court of The Inquisitor

The Inquisitor (See Appendix I) interviews prisoners in this garishly equipped room, before removing them to the torture chamber or the Temple Dungeon.

The room is a large chamber, well lit by *continual light* spells placed upon various items of torture that are hung from the walls. Prisoners are always chained hand and foot before being brought into the presence of the Inquisitor. Eight Dark Pilgrims toil constantly in the room, cleaning and sharpening the decorations (spikes, thumbscrews, torture racks, bonecrushers, etc.) that hang about the walls.

Blood-red tapestries flank either side of the Inquisitor's bench, which is raised above the rest of the room. Prisoners are led into a low pit in the center of the room, below the bench.

56. quarters of The Inquisitor

These luxurious apartments house the Inquisitor and his staff of 40 Dark Pilgrims. The pilgrims sleep on crude bunks and eat in a crowded mess hall. The Inquisitor, however, sleeps on a huge feather bed and eats at a massive oaken table, spread with the finest linen, crockery, and silver.

A private kitchen, staffed by the pilgrims, contains stores of fine meat, fruit, vegetables, and wines. It has a small refrigeration room to keep these stores chilled.

The Inquisitor's apartment includes a vast bedchamber, a sitting room, the dining room, a kitchen, and an office. All of these rooms except the kitchen are decorated with the same blood-red tapestries as hang in the court.

The Inquisitor and the pilgrims occupy their quarters from 6:00 PM until 10:00 AM daily.

57. Torture Chamber

This is the room where the Inquisitor performs his evil work. Torture devices of every shape and description, as well as slow-burning charcoal fires, vats of seething acid, and cages containing spiders, snakes, leeches, and other creatures, line the walls of the room.

Like the court, this room is steadily illuminated by numerous *continual light* spells.

58. The foundation Stone

This room contains a dozen thick stone columns, spaced at odd intervals and supporting the soaring ceiling that towers 60 feet above the floor in the center of the room.

Each column is studded with hundreds of huge and brilliant gems. The stones reflect

and magnify light from any source so that the entire room seems to shimmer and glow with every spectrum of color if so much as a candle is brought here.

The foundation stone itself lies at the center of the room. Unlike the other columns, the shaft in the center rises twisted and misshapen to the ceiling. A gaping black hole in the side of the column shows where the green gemstone has been removed.

Depending on the ending you have selected for the epic, replacing the green gem in the foundation stone might seal the Queen's fate, permanently open her way into the world, or do nothing. In any event, if Berem places his chest against the stone, the green gem will return to its niche, and Berem will achieve the escape of his long-sought death.

The gems are impossible to remove from any of the columns now that the temple has grown in size and power. Rather than fastening to a character, as happened with Berem, the reverse effect now occurs. Any character making a determined effort to remove one of the stones is sucked bodily into the column. There the character's soul will languish until the temple falls. This is an immediate effect caused by godlike power, and no saving throw is allowed. No resurrection is possible, unless the temple is destroyed.

59. The Temple Main gate

The main temple gate stands ever open, beckoning to any who dare to pass through its yawning portals. A pair of huge steel doors flank the entrance, and can be closed in the event of an emergency. They have never yet been shut, however.

A band of eight Dark Pilgrims waits outside the gates to escort legitimate visitors through the entrance. The seven apprentices wait with the visitors while their master moves ahead of the party, out of earshot. The master disarms the protective traps in the entry hall.

The gates are guarded by a series of five traps, beginning 60 feet inside the entrance. Five alcoves flank the entry hall, and each delivers a different attack from the Dark Queen's arsenal to any who pass them unaware. The mouths of each alcove resemble the gaping maws of the dragons they represent.

The master pilgrim can deactivate each trap with a single command word, known only to the masters. The traps can be deactivated in a single round, and remain thus for four rounds.

If the appropriate command word is not spoken, each trap activates when a physical object passes the mouth of its alcove. (This includes *invisible* characters.) The traps and the

damage inflicted, as well as the deactivating command words, are listed here:

Zap	Type	Damage	Command Word
White	25 pts	Frost	Frigius
Green	Poison Gas	Toxius	
Red	45 pts	Fire	Incendrius
Blue	40 pts	Lightning	Electricus
Black	30 pts	Acid	Acerbicu

The pilgrims at the main gate participate in the Dark Rites. Thus the post is left unattended for two turns before and after each reciting of the Dark Rites.

60. army gates

Each of these gates is defended by a dozen draconians of the appropriate regiment. In addition, a specialized version of the traps at the main gate protects each army gate.

Immediately within each gate is an alcove similar to the main gate alcoves. Only the type of dragon appropriate to the army is represented, and the command word is the same as for that portion of the main gate. All Dragon-army officers stationed in Neraka know the appropriate command word for their army.

61. dark Pilgrim Cells

Each of the rooms within these areas is the home of eight Dark Pilgrims. Between periods of the Dark Rites, one in three of these chambers is occupied by eight sleeping pilgrims. For two turns before and after the rites, the cells are deserted.

The pilgrims keep nothing but their robes and weapons with them in their cells.

62. Wine Cellars

These rooms contain many casks of the fine wines used by the Dark Pilgrims during the rites. Each room contains a rack of ceremonial goblets and decanters and three racks of kegs.

63. Regimental Standards

These hallways and rooms bespeak of the pride that the Highlords' elite troops take in their unit histories. Each location is devoted to the exploits of the appropriate temple garrison unit. The regimental flags are displayed, and a brief history of the unit's battles, enclosed in a massive leather tome, rests on a table beneath the flags.

Each room is garrisoned by an honor guard of four draconians from the unit represented.

The emblems on the flags, and a summary of the major campaigns, are as follows:

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Unit	Emblems	Campaigns
White Legion	Iceberg	Tarsis
Green Regiment	Dragon Head	Silvanesti, Balifor
Black Guards	Skull and Wings	Kern, Nordmar
Blue Watch	Bolt of Lightning	Kalaman, Solanthus
Red Watch	Fireball	Ansalon, Tarsis, Qualinesti

64. Regimental Barracks

These quarters house the regiments that garrison the temple. They are empty from 6:00 AM until 8:00 PM. Outside of these hours, each area holds some 60-90 (50 + 10d4) members of the regiment.

Draconian troops have few private possessions. When the troops are not present, a few gory military trophies from past battles are the only items of note in the barracks rooms. When the draconians are present, they have their weapons and armor with them.

65. Council Chamber

This soaring chamber lies at the very heart of the Dark Queen's empire. It is here that she will enter Krynn, if the gate to the Abyss can be opened. Also this is where the Highlords meet in council to plan strategy and policy. This is the only place on Krynn where Takhis is can even partially manifest her presence.

The ceiling arches nearly 100 feet overhead. Six tall platforms are spaced evenly about the perimeter of the room. Four of these platforms are 30 feet above the floor. The one to the south is 40 feet up, and the one to the north rises 50 feet from the floor. Sweeping semicircular banks of stairs fall away from each platform to the floor of the chamber.

Huge banners hang from the walls over each of the Highlords' stations, emblazoned with the colors of the army and scenes depicting the lands of Ansalon conquered by each army.

The entrances on the main level of the temple are used by Dark Pilgrims and the honor guard regiments. Characters entering at this level might get the impression that they are in a deep canyon, as they see the thrones of the Highlords far above them to all sides.

On the temple upper level, each Highlord has a private access door allowing the lord to enter directly to his or her throne. Also on the upper level lies the gate through which Takhis will attempt to pass. The gate is marked 65a on the Temple Upper Level Map. Any characters attempting to drive her back to the Abyss must push her through the gate from south to north. In these endings, the presence of Paladine, or a character bearing a Dragonlance, on the other side of the gate

causes the aperture to close permanently.

For details on the councils that occur in this chamber, see Events 11 and 15.

66. Army Officer Quarters

Each of these tiny apartments is the living quarters for an officer in the Dragonarmy controlling that portion of the temple. Half of these apartments are empty of everything except furniture, since the owning officers are camped in the field. The other half contain the personal effects of their occupants. In addition, 50% of the occupied apartments have the occupants present from 11:00 PM until 9:00 AM. The apartments are empty at all other times.

Each apartment contains a bed, desk, chair, and footlocker. The footlockers are locked and 25% of them are guarded with poison needle traps. Each footlocker contains a spare uniform (with mask) and 1d6 x 100 stl worth of treasure. If the chest was trapped, there is a 25% chance that it contains a randomly determined magical item.

67. Army Council Chambers

These are work chambers with many wooden benches, a few tables, and maps or charts hanging upon the wall. The banners of the owning Dragonarmy are prominently displayed.

The maps on the walls display the route used by that Dragonarmy to reach Neraka on Days 1-5 of the adventure. On Days 6-7, the maps show the army's path to the Battle of Neraka. From 10:00 AM until noon, each council room is occupied by the appropriate Highlord and 12 + 1d6 officers.

68. Wall and Parapet

These are outdoor areas, 40 feet above the Temple Square. Stationed on the platform are four guards (from the temple regiments) for each door (or set of double doors) leading into the temple from the platform.

69. Abbey of Eternal Night

This chapel is the center of worship for the Dark Pilgrims. Beginning with each session of Dark Rites, and lasting for a full hour afterward, 80 pilgrims gather here for their foul meditations.

The room is entirely blanketed with *continual darkness, permanence, and silence* spells. The pilgrims perform their individual worships in this soundless, lightless environment. Each group of eight pilgrims gathers together, with the master sitting in the center of the cir-

cle. Like the others, he sits on a straw mat upon the floor.

Each group of pilgrims is separated from the others by about 10 feet of space.

70. Record Room

This room contains eight desks with a Dark Pilgrim sitting at each at all times. The pilgrims, who rotate in eight-hour shifts, are writing the history of Krynn according to Takhis. They are striving desperately to finish before the Second Council of Highlords, but they will never make it.

Each pilgrim writes diligently on a long scroll and records a different period of Krynn's history. Some of the scrolls have been bound into books in one corner of the room, but many more are stacked carelessly about.

The pilgrims barely notice any distractions, but object loudly and strenuously if anything should force them to halt their work.

71. Army Treasures

Each of these rooms contains the payrolls for the appropriate Dragonarmy. The rooms are double-locked and guarded by a dozen members of the temple regiment at all times. Only the Highlords have the keys to the treasures.

Each treasury contains three large and one small locked chest. Each chest is trapped, as in the entry alcoves by that army's gate. For example, if a chest in the Red Army's treasury is opened without the key, and the trap has not been removed, the room fills with fiery dragon breath. In all cases, the traps affect everyone in the room.

The large chests contain 20,000 sp, 20,000 gp, and 20,000 stl, respectively. The small chest contains 500-1,100 (500 + 100d6) gems, worth an average of 50 stl apiece.

72. Ballrooms

These elegant chambers are designed for celebrations. A raised gallery at one end contains seats for a small orchestra. The banners of the appropriate Dragonarmy are draped ostentatiously about the hall.

The rooms are used by the Dragonarmy officers for affairs of class and culture, which quickly degenerate into drunken brawls. The rivalries that mark the taverns of Neraka are not absent from the ballrooms in the palace! Also, cultured ladies—an important ingredient of any high-class festivity—are rare in Neraka, so the officers usually make do with trollops picked up in the taverns. The chance of a fight breaking out during an officer's ball is only 25% of the chance in a tavern during

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Ribaldry, but the same procedure applies. The chance is never modified because of the time of day, however.

Starting at 10:00 PM on Day 4, a ball is held in one of the ballrooms each night and lasts until 5:00 AM. Present are 2d6 officers of each army currently encamped about Neraka, twice that number for the army hosting the ball, and 5d6 of the above-mentioned ladies. A cheap orchestra of drums, trumpets, pipes, and harps plays loud and fast music.

The balls occur at the following ballrooms: Day 4—White; Day 5—Green; Day 6—Black; Day 7—Red (if evil wins).

73-77 dragon highlord apartments

All of the Highlords maintain private apartments here on lower level of the temple tower. Each is accessible via the towers connecting the various levels of the temple. The apartments are thickly carpeted, with plush armchairs, deep featherbeds, and several fireplaces.

The towers are each garrisoned by six members of the Highlord's temple regiment at the same level as the apartments.

The outer room is a combination sitting and dining room, and is equipped with a fine hardwood table and chairs, as well as comfortable couches arrayed around the fireplace. The next room is a spacious office, with a massive desk and a heavy metal strongbox.

Finally, the Highlord's bedroom and private lavatory and bath complete the apartment. As with the rest of the apartment, these are furnished in luxurious style.

The Highlord is always present from 5:00 AM until 10:00 AM, and is sleeping during these times. There is a 50% chance that the lord returns for a nap from 2:00 PM to 5:00 PM.

73. Toede's apartment

Toede's apartment is filthy and unkempt, with boots, uniforms, and the like scattered all over. The desk is piled high with papers, most of them unread. Spilled bottles of wine add a sticky aspect to the mess.

74. Lucien's apartment

This apartment resembles Toede's in all respects.

75. Ariakus's apartment

The emperor has decorated his dwelling with the heads of many of the creatures he has killed. His prize trophy is a small silver dragon head.

The chambers are much neater than those

of Toede or Lucien, and several bottles of wine are kept chilling in the office. When Ariakus returns to the apartment from the ball he brings 1d3 trollops with him.

76. Kitiara's apartment

Kitiara's apartment contains nothing to indicate that it is the residence of the only female Highlord, except perhaps her custom-fitted plate mail uniforms. The rooms are, if anything, more practical and military than the other Highlord apartments. The papers on her desk are well-organized, with incoming dispatches neatly separated from outgoing.

Like Ariakus, Kitiara rarely returns from the ballroom alone. She will have company—usually a Dragonarmy officer—80% of the time.

77. Salah-Khan's apartment

The rooms of the Green Dragonarmy commander are decorated in somber, plain style. Incense burns constantly in small pots, giving the chambers a sickly sweet smell, and adding a smoky haze to the air. Small vials containing a variety of herbs and powders stand on the mantle; the Highlord uses them to mix a wide variety of intoxicating concoctions.

78. Long drop

The floor of this circular room is the ceiling of the council chamber directly below. It is an illusionary trap, however, since the room actually has no floor. Although the *illusion* creates an appearance of solid tile layered in a multi-colored mosaic pattern, the entire floor is an *illusion*. Characters attempting to step onto it break the *illusion* and plummet 100 feet to the base of the Dark Queen's throne.

79. Chamber of Gorzaug

This room contains the lone minion of Takhis to accompany her onto Krynn before the gate was closed. Gorzaug now awaits the return of her queen in this room high atop the temple.

She can sense any intrusion into her level of the temple, and stealthily emerges to ambush the intruders. For combat purposes, treat Gorzaug as a Type V demon from the *Monster Manual*. She has no ability to *gate* in other creatures from her plane, however.

80. Anvil of Might

A massive bronze anvil stands alone in the center of the room. A huge hammer hangs on the wall.

This anvil is the only place where the gem worn by Berem can be destroyed. If he kneels at the side of the anvil, the stone will rest upon the bronze surface. A single blow must be delivered with the hammer by a fighter. The gem shatters instantly and Berem collapses, freed at last by death.



epilogue

The world of Krynn has struggled through a long winter. It is hoped that the actions of the Heroes have made it possible for a fresh spring to arrive, breaking the frosty spell of evil that has held the land in thrall for so long.

Yet, though the center of evil be destroyed, its pockets still remain. Their strength is, for the most part, undiminished. The greatest accomplishment to arise from the destruction of the Dark Queen's gate is the sundering of the evil forces' unity. Now each Dragonarmy is a separate force, arrayed against its former comrades as well as the forces of good.

But so too are the forces of good scattered by the news of the Heroes' success. Elf and human, dwarf and kender, these are not natural allies. Without the clear and imminent danger of complete subjugation before them, these races and peoples no longer feel compelled to work together for a common goal.

Thus wars continue, but they will be smaller wars. One nation may fight its neighbor for the right to determine anew the border between them. Dwarf and ogre will again clash for the privilege of using a strategic mountain pass, or the right to excavate a promising vein of ore. Creatures will die in these wars, and good and evil will struggle in balance for the chance to gain a small, local superiority.

Yet in other lands crops will be planted, and men and women will again work to create a better world for their children. Peace will be made between contentious neighbors, for many are tired of war and death.

The war against evil will continue through the acts of the brave and the virtuous. Acts of cruelty will still mar the beauty of the land. The Heroes have not failed in their quest because of these realities, however.

Look on those lands where the crops grow green, and the arrival of a new child is cause for celebration and hope. Not long ago, these things were vanished from the land, and the hope of their return was gone from the hearts of the people.

It is in the restoration of these opportunities, the return of hope, that the Heroes' success is seen. The task set for the Heroes was to end the source of evil that threatened in their time, not to put an end to evil for all time.

The success of the Heroes has returned balance to the world of Krynn.

The end of The epic

The adventure in this module concludes the story of the Dragonlance War. It is up to you and your players to continue playing a campaign set in Krynn. Whether you continue or not, the conclusion of an undertaking such as

the DRAGONLANCE® saga calls for some celebration, and perhaps a moment of sitting back and reviewing the accomplishments of the player characters' quest.

Consider throwing a party at the conclusion of the epic for your gaming group. Gather the players and celebrate the completion of the grandest role-playing adventure series ever. Talk about the adventures, perhaps reliving some of the more exciting moments in the time-honored fashion of all old campaigners.

You may wish to ask each player of his or her most memorable moment in the epic. If it has taken you a long time to complete the series (a distinct possibility!) then perhaps you will want to recap the earlier adventures to refresh your memories.

Get out the maps and old PC cards, if you still have them. You can show the players your maps of some of the areas they explored, perhaps even pointing out a few of the traps or tricks that the party managed to avoid.

a Special Note If The quest fails

The adventure is designed so that the player characters should have learned how to succeed in the quest, and were presented with opportunities to accomplish the grand objective. If the players were careless or inattentive, they might not have succeeded because of their own mistakes.

It is possible, however, that the players acted intelligently, the game was run fairly, and things still did not work out. A battle in which every character fails a saving throw might have proved an insurmountable setback, or a similar example of bad luck might have plagued the group at a key instant during the adventure. In most cases, especially if the cause is simply bad luck, a means of extricating the party should not be too difficult to arrange, nor should the explanation seem too bogus as to how the party emerges from such an extremity. A surprising spell from Fizban, for example, should be a last-resort ploy on the DM's slate for such a predicament.

Be sure, whatever the outcome, to keep the game in perspective. It is, after all, a game, and real lives are not affected by the outcome. Make sure that the players know that they have played well—there is no shame in failure caused by the fickle rolls of the dice!

Consider the fact that the failed quest might create additional, albeit desperate, opportunities for adventure in the world of Krynn. As the dark forces lash out with renewed vigor, the PCs will find chaos and evil on all sides. Yet even then, not every spark of goodness will be squashed from the planet.

As high-level characters of great power and

experience, the PCs might play an important role in the underground resistances that must surely arise. Or perhaps they will be the leaders of a mass exodus, seeking magical or physical solace on some distant shore, beyond the borders of Ansalon—perhaps even beyond Krynn itself!

The Continuing adventure

Perhaps your players will wish to retire their characters, now that the saga is concluded. Seeking treasure in a dungeon with a character who has just saved the world might seem a little mundane, after all.

If the players wish to continue playing the Heroes of Krynn in future gaming sessions, you have several options. The source book included with this module presents brief descriptions of the lands, monsters, and treasures unique to the world of Krynn. Perhaps the PCs wish to return for a more leisurely look at the settings of their previous adventures. Perhaps they will decide to claim a land as their own, lending a hand to aid the return of stability and order, or leading an army to hold the still-active Dragon-armies at bay.

Or perhaps you would like to move the PCs to a different land or world, in a new campaign setting. With the variety of interplanar travel opportunities presented by the AD&D® game system, accomplishing this with high-level characters should not be an insurmountable task.

You may decide to keep the campaign in Krynn, but to retire the powerful PCs into a benign NPC status. The players can generate new, lower level characters, and you already have a detailed campaign setting into which those characters can be introduced.

In any event, by exercising your creativity and responding to your players' desires, you can arrange it so that the adventure is just beginning....

appendix 1: Non-Player Characters

Masters and Minions of evil



ariakus (highLord)

23d-Level Cleric/10th-Level Fighter

Strength 15	Dexterity 12
Intelligence 13	Constitution 11
Wisdom 18	Charisma 15
THAC0 9	Alignment LE
Hit Points 88	Movement 9"
Armor Class -2	

Items: plate mail +4, mace +3

Spells: 11 first, 11 second, 10 third, 10 fourth, 9 fifth, 7 sixth, 3 seventh

Rather than assigning specific spells for most levels, assume that Ariakus can use any desired spell of first through fifth level. His sixth and seventh level spells are as follows:

Sixth: *aerial servant, animate object, blade barrier, conjure animals, harm, word of recall*

Seventh: *astral spell, destruction, earthquake*

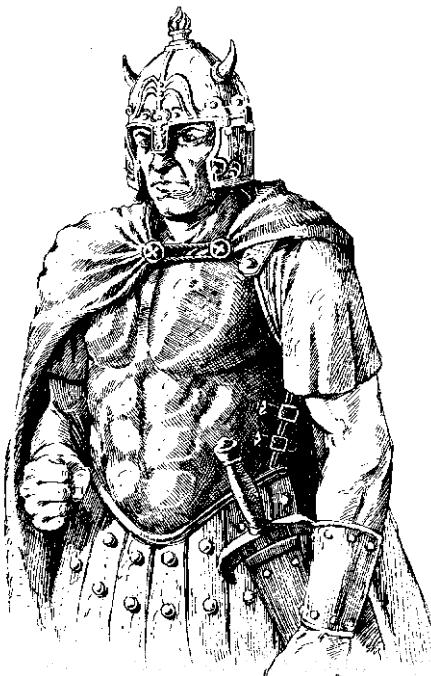
Ariakus is the personification of ambitious evil. A competent fighter in his younger days, he cast aside the study of combat when he discovered the pure evil of the Dark Queen. His life has since been dedicated to her service, and he has risen in power correspondingly.

Ariakus is the Highlord in command of the Red Dragonarmy. This is the most powerful of the five armies, and has been the most successful in its campaigns. Ariakus is governor of all lands taken by his forces, including Sanction, Abanasinia, Qualinesti, and Tarsis. His field headquarters is in Sanction.

Ariakus is now the highest of the Dragon Highlords, and has been crowned Emperor of the Dragon Empire. He answers only to Takhi-

sis herself. His power is immense, and this has led to the development of his only real weakness: arrogance. Ariakus is so confident of his supreme abilities that he has a tendency to be careless when estimating the strength of his enemies. He does not give them credit for their skills, and consequently his plans may contain flaws that clever opponents may capitalize upon.

Ariakus rides an average adult red dragon.



Captain of the guard

14th-Level Fighter

Strength 16	Dexterity 12
Intelligence 14	Constitution 14
Wisdom 15	Charisma 16
THAC0 4	Alignment LE
Hit Points 72	Movement 12"
Armor Class 1	

Items: longsword, +4 defender, chain mail +3

The Captain is a precise and logical man who likes to run an orderly office and city. The disorder so rampant in Neraka is a source of great frustration to him. Obviously, the week of this adventure is a particularly bad time for the Captain.

He is professional in his dealings to the extent that is possible, but loses his temper quickly when dealing with someone whom he

perceives to be obstinate, unreasonable, or dangerous. Although not particularly religious, he tries to attend the Dark Rites regularly for form's sake.

dark Pilgrims

3d- through 8th-Level Clerics

All Dark Pilgrims are human, with an equal mixture of men and women.

Apprentices

3d-Level Clerics

AC7	Hit Points 3d8
#AT 1	Dmg 1d6
Movement 9"	AL Evil, either chaotic, neutral, or lawful

Spells: *detect good, cure light wounds* plus one of: *augury, find traps, speak with animals, silence 15' radius*

The apprentice pilgrims are always encountered in groups of seven, accompanied by their Master. These are the clerics of the Dark Queen, and are responsible for the spiritual guidance of the troops and citizens of the Dragon Empire. Mostly this involves taking the money of the followers under one of a variety of guises.

The clerics wear long black robes with vast hoods, so their features are never visible. They wear studded leather armor beneath their robes and carry quarter staves and they are not afraid to enter a fight.



Non-player Characters

Masters

8th-Level Clerics

AC 5
#AT 1
Movement 9"

Hit Points 8d8 + 8
Dmg 1d6 + 3
AL As apprentices

Spells:

- 1st Level: *bless, detect magic, remove fear*
 2d Level: *hold person, know alignment, resist fire*
 3d Level: *animate dead, cause disease, bestow curse*
 4th Level: *cure serious wounds, protection from good 10' radius, sticks to snakes* (choose two spells)

Items: *ring of protection +2*
footman's mace +2

The masters of the Dark Pilgrims are the most talented members of the Dark Queen's flock. Devoted to the cause of evil, each has been entrusted with the training of seven apprentices. A master never hesitates to sacrifice the lives of some of his apprentices if he feels that the others may benefit from the lesson.



Inquisitor

17th-Level Cleric

Strength 7
Intelligence 15
Wisdom 18
THAC0 11
Hit Points 38
Armor Class 10

Dexterity 11
Constitution 8
Charisma 6
Alignment CE
Movement 4"

Spells: 10 first, 10 second, 9 third, 7 fourth, 6

fifth, 4 sixth, 1 seventh level

Rather than assigning specific spells for most levels, assume that the Inquisitor can use any desired spell of first through fourth level. His fifth, sixth, and seventh level spells are as follows:

- Fifth: *atonement, commune, cure critical wounds, dispel good, raise dead, true seeing*
 Sixth: *harm, lose the path, blade barrier, word of recall*
 Seventh: *unholy word*

The Inquisitor is a powerful cleric trapped in a diseased and loathsome body. He is hunch-backed, and most of his face has rotted away from an unknown disease. His mouth yields a constant stream of drool, and his speech is difficult to understand.

He is perhaps the cruellest man in the Dragon Empire. Thus his task of interrogating prisoners in the depths of the Dark Queen's dungeon suits him well. Although his magical abilities usually inform him of whether or not a prisoner tells the truth, the Inquisitor always finds an excuse to apply hot irons, spatterings of acid, or worse treatments to the unfortunate captive. While the torture is going on, the Inquisitor laughs and giggles insanely. The more the victim cries out, the greater his joy.



Kitiara (HighLord)

15th-Level Fighter

Strength 14
Intelligence 13
Wisdom 7
THAC0 6
Hit points 68
Armor Class -3

Dexterity 18
Constitution 14
Charisma 14
Alignment LE
Movement 12"

Items: *Dragonarmor plate mail +1 shortsword +2, spear +3, dagger +1*

Kitiara is the Blue Lady of the Dragon Highlords. She commands the Blue Dragon-

army and rules over their conquered territories with a tempestuous hand. Her holdings include Estwilde, Solanthus, Throtyl, and Vingaard.

Kitiara is the older sister of Caramon and Raistlin. She has a wild spirit and often goes through drastic mood swings in a short period of time. Her keen military ability, a legacy from her warrior father, and her alliance with the blue dragon Skie, have helped her to rise through the Dragonarmy ranks swiftly.

Though Kitiara appears to remain calm and controlled during combat, she is a woman of strong passions. She is self-assured, independent, and full of vitality. She is motivated by a drive for power and is strongly competitive. She shows no mercy for those whom she has bested. She is vengeful and seeks to destroy those who anger her.

Kitiara made a conscious choice between good and evil, as she judged that her best chances of gaining the power she craved lay with the Dark Queen's forces. She reasons that others might see the logic in this as well. Since she was once a friend of many of the PCs, she will try to get them to join her if she has the opportunity. She is not easily fooled by lies.

Kitiara has made an unholy deal with the death knight, Lord Soth. She has promised him the soul of Laurana in return for his help in seating her on the Emperor's Throne.



Skie

Very Old/Average Blue Dragon

HD 9
Saves as 10th-Level
Fighter
Strength 21

Hit Points 63
Movement 9"/24"
Intelligence 13

THAC0 12
AL LE
AC 2
#AT 3

Damage claw 1d6/1d6, bite 3d8
lightning breath weapon

Spells: (Illusionist)

Non-player Characters

1st Level: *audible glamer, darkness, detect invisibility*

2d Level: *blindness, detect magic, fog cloud*

3d Level: *paralyzation*

Skie is Kitiara's mount and partner. They have struck a pact to mutually assist and protect each other. Through careful manipulations, and a rigid adherence to their pact, the two have risen through the ranks of the Dragon-army so that now they hold the enviable post of command in the Blue Dragon-army.

Skie is a dragon of his word, although he is completely evil. He is extremely loyal to Kitiara. He is very clever and considers a problem from all angles before making a choice or offering a suggestion. He can be diabolically cunning and knows how to play on his foe's strengths and weaknesses.

Skie is not only very loyal to Kitiara, but he views her with almost paternal affection. He will do anything within his power to protect her and keep her alive. Although he is not bothered by her frequent trysts with men, Skie would become quite jealous of a man that he feared Kitiara was genuinely fond of.



Liches

AC 0	HD 11
Movement 6"	Hit Points 65
#AT 1	Dmg 1d10
THAC0 10	AL NE

The liches of Neraka's Undercity are the undead remains of the wizards who toiled long and hard in the workshop below the Dark

Queen's Temple. She has promised them unlimited power and wealth on her own plane of the Abyss. They will pass through the gate after Takhisis emerges into Krynn. Thus they lead the Nightwalk each night in anticipation of their imminent journey, and release from their undead forms.

The wizards were all of 21st level, and thus the liches have large selections of spells. Assume that a lich can cast any spell from 1st through 5th level, although it cannot use more than five spells of any one level. Each lich knows the following 6th- through 9th-level spells.

6th Level: *anti-magic shell, death spell, disintegrate, stone to flesh*

7th Level: *delayed blast fireball, mass invisibility, power word-stun, vanish*

8th Level: *antipathy/sympathy mass charm, polymorph any object, symbol*

9th Level: *power word-kill, wish*



Lord Soth

Death Knight

Strength 18/99	Dexterity 12
Intelligence 10	Constitution 17
Wisdom 9	Charisma 17
THAC0 12	Alignment CE
Hit Points 59	Movement 12"
Armor Class 0	

Items: *plate mail +3, two-handed sword +3*

Magic Resistance: 75% (if percentage roll is 11 or less, spell rebounds against caster)

Soth was an ancient Lord Knight of Solamnia at Dargaard Keep. Through his own foolish acts he called a terrible doom upon himself and his associates, including his family and his loyal Knights.

Kitiara has recently drawn him from his dark broodings to join the war in the service of evil. She has promised the death knight the hand of Laurana, after their plans come to fruition.

In the days before the Cataclysm, Lord Soth was a Knight of the Rose whose domains extended from Dargaard Keep well into both the Solamnic Plain to the west and Estwilde to the east. His guard of 16 warrior Knights was fiercely loyal to him. Yet Soth was troubled, for he was without an heir.

His desire for an heir became an obsession. The obsession grew as he spied a beautiful elven maiden passing through his domain. She was, he learned, a cleric on a pilgrimage to the Temple of the Kingpriest at Istar.

In a complex and foul series of intrigues, he convinced the elven maiden to marry him, though his wife still lived. The Knight then murdered his first wife, and the elven maiden bore him a fine son. The maiden was wise, and had visions of the coming Cataclysm, so she sent her husband on a desperate errand to Istar, to stop the folly of the Kingpriest.

But Soth was too late. The Cataclysm struck as he rode. Upon his return to Dargaard, he discovered that his holdings had been spared by the wrathful gods...except the two most precious. His wife and child had been struck dead.

Laurana reminds him painfully of that childlike bride, and thus Kitiara's promise has drawn him forth to join the war.

Soth is a potent addition to the army. He generates *fear* in a five-foot radius, and has innate powers of *detect magic* and *detect invisibility*. He can cast a *wall of ice* at will. Twice per day, he can *dispel magic*. Once per day he can use any *power word* spell, a *symbol of pain or fear*, and cast a *20-dice fireball*. All of his magical spells function at the 20th level of ability.

Lucien (HighLord)

21st-Level Fighter

Strength 18/82	Dexterity 12
Intelligence 13	Constitution 11
Wisdom 12	Charisma 15
THAC0 2	Alignment LE
Hit Points 83	Movement 9"
Armor Class -3	

Items: *dragonarmor plate mail, +5 longsword, +2**

* This sword has the ability to cast a *cone of cold* spell once per day. The cone extends to a range of 6", and inflicts 12d6 points of dam-

Non-Player Characters

age. A saving throw vs. breath weapon will reduce the damage to half.

Lucien is the commanding general of the Black Dragonarmy. A patient and competent man, he rose to power mainly through the mistakes, and subsequent untimely deaths, of his superiors. Now that he controls his Dragonarmy, he is determined to avoid the mistakes that so often destroyed previous commanders.

His army holds sway over Zhakar, Blode, the Plains of East Tarsis, and the great Icewall Glacier to the south of Ansalon. These regions are neither wealthy nor well-populated, so Lucien's status is the lowest of the five Highlords. He has plans of improving this lowly position, but will wait until after the Whitestone forces have been defeated.

Lucien's cautious and patient nature have created his primary weakness as a commander: he never does anything aggressively. He will wait and plan so carefully that a disastrous failure is very unlikely. Usually this delay gives the Highlord's opponents ample time to escape.

Lucien is a short, swarthy human of indeterminate age. His eyes glitter with ambition, and his expression is usually curious and not unfriendly.

Lucien rides an average adult black dragon.

Dragonarmy Officers

11th-Level Fighters

Strength 17	Dexterity 10
Intelligence 13	Constitution 15
Wisdom 12	Charisma 13
THAC0 9	Alignment LE
Hit Points 68	Movement 9"
Armor Class 0	

Items: *Dragonarmor plate mail +2*, a weapon of +2 enchantment, either a longsword, two-handed sword, mace, hammer, or trident

These are the officers commanding the units of the Dragonarmies. They are all human, and 80% of them are male. They are, as a rule, ruthless and cruel, but not stupid or lazy.

The statistics given are average numbers. If your PCs have encounters with a number of officers, you should vary the numbers slightly so that the NPCs do not become predictable.

Penkeeper

10th-Level Fighter

Strength 15	Dexterity 8
Intelligence 11	Constitution 18
Wisdom 12	Charisma 8
THAC0 12	Alignment CE
Hit Points 83	Movement 12"
Armor Class 4	

Items: *studded leather armor +3, morning star +2*

The Penkeeper is the warden of the prison used to store drunk or rowdy Dragonarmy troops who get out of hand in Neraka. He is a huge man, towering over six feet in height and weighing about 300 pounds. His face is concealed behind a long, black beard, although his broken yellow teeth can be seen when he grins. This usually happens after he has broken a prisoner's bone or otherwise inflicted pain upon some unfortunate soul.

The Penkeeper is content with his current role and is exploiting the job to grow rich at the expense of the prisoners. He is extremely greedy, and listens with an eager ear to any plan that offers him the opportunity to increase his wealth.

Salah-khan (HighLord)

17th-Level Fighter

Strength 18/27	Dexterity 14
Intelligence 14	Constitution 12
Wisdom 10	Charisma 14
THAC0 3	Alignment LE
Hit Points 62	Movement 9"
Armor Class -2	

Items: *Dragonarmor plate mail +4 scimitar, +3*

Salah-Khan is the Highlord of the Green Dragonarmy. A thin and wiry little man of exceptional cunning and cruelty, he leads his army with dash and daring. As governor of Kern and Nordmar, he exacts steady tribute from the downtrodden populations. The people know that failure to pay means death.

Salah-Khan has won the respect of green dragonkind by his skilled battle planning and shrewd tactics. He generally fights in ways that maximize enemy casualties while minimizing his own. He offers his dragons the incentive of a free hand with the prisoners if they fight well.

The acid attack form of the black dragon holds a peculiar fascination for Salah-Khan.

He is constantly seeking creative ways to use acid for his own entertainment, and to the misfortune of his enemies and prisoners.

Salah-Khan is bald, but wears a thin mustache that trails down to his chest.

Salah-Khan rides an average adult green dragon.

Toede (HighLord)

9th-Level Hobgoblin Fighter

Strength 16	Dexterity 10
Intelligence 8	Constitution 16
Wisdom 11	Charisma 6
THAC0 11	Alignment LE
Hit Points 48	Movement 9"
Armor Class 0	

Items: *Dragonarmor plate mail +3 bastard sword +1*

Charm Special Ability: Toede can *mass charm* goblins, hobgoblins, and ogres to follow his orders fanatically. This can affect up to 32 HD of individuals. If Toede uses the ability upon a formed combat unit in a BATTLESYSTEM™ rules battle, the entire unit is affected. The unit's morale increases by 2, and the unit both inflicts and suffers double normal damage from melee combat.

Toede can also leap up to 30 feet horizontally each round instead of his normal move.

Highlord Toede is the Dragon Highlord commanding the White Dragonarmy. He is undoubtedly the least able of the Highlords.

He gained his rank by surviving when his superiors did not. He is a slothful, cowardly bully, full of bluster and threats when he has the upper hand. He whines and snivels pathetically around his superiors, however.

Toede possesses a crude cunning and is quick to escape when danger threatens him personally. When riding his dragon, however, he grows considerably bolder and may even take risks.

He prefers to protect himself, however, while weaving complicated plots that place him in no danger, and will be difficult to trace to him. He is a back stabber, and is quick to shift blame to others. He resents Kitiara and Ariakus above all others, and will gladly participate in a plot that could lead to their undoing.

Toede rides an average adult white dragon.

Non-Player Characters

friends and followers of good

Berem everman

5th-Level Ranger

Strength 13	Dexterity 12
Intelligence 15	Constitution 14
Wisdom 14	Charisma 13
THAC0 16	Alignment N
Hit Points 37	Movement 12"
Armor Class 10	

Item: shortsword

Special Abilities: *Regenerates* 1 point per round of any damage; immune to fire, acid, poison, magic, disease, drowning, and petrification.

Berem Everman is the brother of Jasala, the girl whose spirit inhabits the foundation stone of the Dark Queen's Temple. Read the introductory description about the temple for the story of Berem's past life, including his murder of his sister.

Because of that foul though accidental crime, Berem has been cursed with the inability to die, until he frees his sister from the stone. He is a quiet and despairing man, with little courage or drive.

Berem is used to being hunted by the Dragonarmies, and seeks only to remain free and unnoticed. The threat of capture by the Dark Queen's forces will send him into a panicked frenzy. He shows little loyalty to those who try to help him.

Berem knows of his inability to die, but will not share this knowledge with the PCs. He feels the pain of his wounds, and tries to avoid getting hurt.

Embedded in Berem's chest is a dull gray gem. The mysterious stone cannot be removed, and is the source of his regenerating powers. When the gem is healing him, it glows green. It is this gem that the Dark Queen seeks.

Berem figures significantly in several of the endings of the epic. It is important that he begin the adventure with the PCs if one of these endings is used.

fizban The fabulous

Wizard, Madman, or Deity?

Fizban's actual status during the adventure depends on the ending you have selected for the epic. He may be Paladine the Great God of Good. Or he may be simply a senile old magic-user who accompanies the PCs because he has nothing better to do. He does not have to accompany the Heroes unless you are using

an ending that requires his presence.

Regardless of his actual role, Fizban appears to be a magic-user of high level. He seems rather senile, but was once a sorcerer of great power. He also seems to lead a charmed life, so that accidents and attacks that would kill most characters somehow miss at the last minute, through no attempt of Fizban's to evade or escape. He always appears befuddled and absent-minded, but the things that he does always turn out for the best--usually not in the way he expected.

Fizban can be played for comic relief, as his spell-casting attempts sometimes result in spectacular failures. However, if a PC is in a certain-death situation, Fizban will cast a life-saving spell. Although the spell might not work as expected, it will be beneficial. He has the ability to cast any magic-user spell. He does not, however, use spells to attack or otherwise obstruct the enemy.

If Fizban is indeed Paladine, at the moment he faces Takhisis his true power becomes apparent. A white glow surrounds him, and he visibly grows in stature and strength. His normally befuddled demeanor changes to deadly seriousness.

Lute The Pawnbroker

13th-Level Thief

Strength 10	Dexterity 17
Intelligence 15	Constitution 9
Wisdom 12	Charisma 14
THAC0 14	Alignment N
Hit Points 39	Movement 12"
Armor Class 3	

Items: *ring of protection +2*
shortsword +3

Thieving Abilities

Pick Pockets:	110%
Open Locks:	92%
Find/Remove Traps:	80%
Move Silently:	104%
Hide In Shadows:	90%
Hear Noise:	40%
Climb Walls:	99.3%
Read Languages:	65%

Lute is one of the leaders of the Hidden Light resistance movement. He is short and thin, with an initially surly attitude toward strangers. He is extremely alert, and is always ready for action. He can only be surprised on a 1 on 1d6.

Lute hates the Dragon Empire with passion. He was formerly a merchant in Khur, and his

family was killed during the invasion. He has since moved to Neraka to be near the source of his hatred, and vigorously works to shake the roots of evil power.

Although intelligent and somewhat cautious, his bitter anger occasionally causes him to take unnecessary risks. The troops that killed his family were draconians, and any time he catches a draconian alone, he uses his *backstab* ability to kill the creature. Fortunately, he has not been caught...yet.

Maelstrom

9th-Level Fighter

Strength 18/00	Dexterity 9
Intelligence 13	Constitution 17
Wisdom 11	Charisma 14
THAC0 9	Alignment CG
Hit Points 85	Movement 12"
Armor Class 4	

Items: *two-handed sword +3*
shield +2
(wears studded leather armor)

Maelstrom is the Hidden Light contact who most often communicates between the resistance forces in the city of Neraka itself and those in the plains and mountains beyond. Maelstrom travels with impunity through the city, bearing papers stating that he is a mercenary for each of the five Dragonarmies. When accosted by guards, he shows them the papers of an army different from that of the guards who stop him.

Maelstrom is over six feet tall, and seems to be made of solid muscle. His black hair runs in a long bundle down his back and thick, bushy eyebrows glower above black eyes that burn with the fire of the true zealot. He is absolutely fearless in combat, and completely true to his friends and allies.

Maelstrom has a tremendous love of ale, and an enormous capacity for drinking it. He remains outwardly unaffected by virtually any amount of drink, and always seeks to persuade his companions to join him in raising a glass or three.



Non-Player Characters



Talent Orren

7th-Level Fighter

Strength 15	Dexterity 16
Intelligence 13	Constitution 14
Wisdom 9	Charisma 14
THAC0 14	Alignment LG
Hit Points 40	Movement 12"
Armor Class 3	

Items: *ring mail +2*
shortsword +1
longbow +4

Talent Orren is the high commander of the underground movement in Neraka. He is a quiet and unambitious man who has simply grown tired of the oppression he sees all around him. It is perhaps because of his obvious lack of personal ambition that the freedom fighters have rallied to him with unquestioned loyalty.

Talent is a bachelor, which is one reason that he feels comfortable risking his life as he does. Had he a family, he would be far too concerned with their welfare to risk endangering them. He selects men for dangerous jobs with this factor foremost in his mind, and thus his most loyal bodyguards and lieutenants are all men with no family attachments.

He is a very handsome man, with a thin mustache and long, flowing brown hair. He moves with a catlike grace, and could easily be mistaken for a high-level thief because of the silence of his walk and the natural stealth of his movements.

Talent is a responsible and cautious leader who will not risk the lives of his men in a long-shot mission. If he is convinced that a truly mighty blow can be struck against the Dragon Empire, however, he will fully support such an attempt. He will need to hear all of the details of such a plan, however, and will generally put the operation to a vote. This is simply a formality, though, since the loyalty of his men is such that they would willingly follow him to the Abyss and back.



Waylorn Wyvernsbane

9th-Level Druid

Strength 8	Dexterity 13
Intelligence 9	Constitution 14
Wisdom 16	Charisma 15
THAC0 16	Alignment N
Hit Points 40	Movement 12"
Armor Class 5	

Items: *leather armor +2*
staff of the serpent
scimitar +2

Abilities: Identify plant, animal, pure water; pass without trace; immune to woodland charm; change to bird, mammal, and reptile once per day

Waylorn Wyvernsbane gives that as his name, but occasionally seems to think that he is somebody else. This other persona is unnamed, but Waylorn claims that he is a Knight of Solamnia.

Waylorn is a middle-aged man with rugged and heroic features. He prefers to keep his face clean shaven, but occasionally strokes his upper lip as if he is smoothing a mustache there. He is generally wise and brave, with a keen mind for tactics. Every once in a while, however, he attacks a tree trunk or a rock, claiming it to be a dragon in disguise. His powers as a druid are considerable, and he does not hesitate to employ them.

Waylorn usually acts as a druid, but when confronted by dragons, draconians, or lizards, he throws off his helm, utters a valiant battle cry, and wades into the fight as if he were a mighty warrior. After the battle, it may be several hours before he returns to normal. During these periods, he claims that his name is Huma, the legendary warrior who defeated the dragons a millennium earlier. He sees the

task before the PCs as the grand quest of the times, and becomes completely serious about the mission. If pressed or diligently questioned about his identity, however, he becomes confused and quickly returns to normal.



Whitestone Army Officers

11th-Level Fighters

Strength 15	Dexterity 15
Intelligence 14	Constitution 12
Wisdom 16	Charisma 13
THAC0 10	Alignment LG
Hit Points 62	Movement 9"
Armor Class 0	

Items: *plate mail +2*

Weapon of +2 enchantment, either longsword, two-handed sword, spear, or longbow

These are the officers who command the units of the Whitestone army. They are all human, and 60% are male. They are generally brave and trustworthy. They have earned their positions through their skill and determination to stamp out the evil of the Dragonarmies.

The statistics given are the average numbers for these officers. If your PCs have encounters with a number of officers, vary the stats slightly so the NPCs do not become predictable.

appendix II: The Battle of Neraka

BATTLESYSTEM™ Scenario

The might of the Dragon Empire has gathered in Neraka, awaiting the arrival upon Krynn of the Queen of Darkness. The armies of Gunthar Uth Wistan move toward the capital city, intent on attacking.

The Dragon Highlords cannot abide the ignominy of being under siege at the very moment of the Queen's arrival, so they have sallied onto the Plain of Neraka.

All five Dragonarmies—the White, Red, Blue, Black, and Green include seasoned veterans, monstrous troops, and dragons. The Whitestone forces are assembled as three great phalanxes. Each phalanx includes heavy cavalry, good dragons, and seasoned elven archers or dwarven axemen. Yet the core of Gunthar's force is untried peasantry.

This is the situation at 1:00 PM on Day 7, 10 miles from the gates of Neraka.

Number of Players

The scenario is ideal for two teams of two to four players, and a referee. The battle does provide enough action for up to four players on each team and two referees, if enough people are available.

Setting Up

The BATTLESYSTEM Scenario Map (page 32 of the Map and Roster Book) displays the battlefield area. The terrain types displayed on it include roads, bridges, fissures, and deep fissures.

The ideal playing surface for the entire battle is a field 8 feet x 10 feet. Terrain features should be marked with felt or tape.

At the start of the scenario, two of the Whitestone phalanxes and two of the Dragonarmies are on the field. The setup areas for these forces are shown on the map. The referee should indicate the exact boundaries of each setup area on the field.

Within the setup boundaries for a force, the players are free to place units wherever they want. Flying creatures must begin the game on the ground, however.

Time Scale

Each Game Round (GR) of the battle equals one turn of time (10 minutes) in the AD&D® game. Players or the referee must keep track of the passing of GRs because of the arrival of reinforcements during the game, and the departure of the Dragon Highlords late in the day.

The game clocks inside the module cover can be used to keep track of time. GR 1 is 1:00

PM on Day 7 of the adventure.

Reinforcements arrive at lettered areas on the map (A and B). The reinforcements can move onto the table on the Game Round listed on the Reinforcement Table.

Flying creatures enter the battlefield at any altitude the player desires.

Reinforcement Table

GR 6 (2:00 PM) Black Dragonarmy enters at Area B

GR 9 (2:30 PM) Green Dragonarmy enters at Area B

Third Phalanx enters at Area A

GR 12 (3:00 PM) White Dragonarmy enters at Area B

GR 18 (4:00 PM) All five Dragon Highlords must move toward south edge of board and exit game as soon as possible

Counters or Figures Needed

The entire scenario requires most of the counters from the BATTLESYSTEM game box, as well as those from modules DL9 and DL12. Players need the BATTLESYSTEM rules to play the scenario in any event, but if you do not have the other modules, you can use figures, make extra counters, or reduce the rosters as follows:

Whitestone Forces: Eliminate the Third Phalanx

Dragon Forces: Eliminate the White and Green Dragonarmies

Commanders

Dragonarmy officers and Highlords are not listed in separate rosters. Consult the NPC descriptions for each in Appendix I of this book.

All Dragonarmy unit commanders are officers. They should be designated with 1/2" counters and placed with their units. The Highlords are the army commanders.

Each Highlord is mounted upon his or her dragon at the start of the battle, or on entering the map. The Highlords function solely as army commanders unless the players use the PCs as Heroes on the battlefield. If the PCs are Heroes, then one Dragon Highlord may be used as a Hero for every two PCs acting as Heroes (round down). Thus if five PCs are present as Heroes, two of the Dragon Highlords may be used as Heroes rather than as army commanders.

A Highlord army commander adds +1 to the morale of any one unit within his command radius. When the Highlords leave to attend the Second Council, all evil units suffer a -2 penalty to their ML.

Each Whitestone demi-human force (dwarves and elves) is commanded by a member of the same race. All human forces are commanded by Whitestone officers, as described in Appendix I.

It is suggested that the unit leader for each unit be represented by a plain counter with the unit's number (in the box labeled "Unit Commander/Deputy" on the roster sheet) written on the counter.

Dragon Highlord BATTLESYSTEM Statistics

Dragon	Command	Charisma
Highlord	Radius	Bonus
Ariakus	16"	+ 1
Kitiara	15"	0
Lucien	18"	+ 1
Salah-Khan	16"	0
Toede	8"	- 1

Special Rules

Terrain Features

Fissures are deep trenches in the plains. Airborne flying creatures can cross them with no movement penalty. Charging draconians can glide across a 2" width of the shallow fissure. Creatures marching on the ground must spend 1/3 of their movement allowance to enter a fissure. Climbing out the other side requires a full Game Round's movement.

Deep fissures are impassable to creatures on the ground. Only creatures that can truly fly (not just glide) can cross deep fissures.

A routing unit will enter a deep fissure, but it is treated as if it had routed off the map (and it is permanently out of the battle).

Maneuver Classes

Because of the unusually long scale of time per Game Round, the maneuver classes of flying creatures should be improved one class (E to D, etc.) for all types of flying creatures.

Creatures locked in airborne melee lose one altitude level per Game Round.

Dragon Movement: Dragons moving at full speed have a maneuver class of E, modified to D by the above rule. When the dragon moves at 1/2 speed or slower, this class is improved to C. Dragons moving at less than 1/2 speed stall and lose one altitude level.

Dragon Awe: Because the troops in this battle are seasoned veterans of battles involving dragons, the effects of *dragon awe* are ignored.

Dragons of triumph

Source Book

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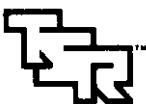
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Using The Source Book

This sourcebook is designed to give you, the DM, a look at the world of Krynn, and particularly the continent of Ansalon, immediately following the War of the Lance. The information is not designed to provide ready-made adventures—the world is far too vast for that—but instead to provide a framework for DM-designed adventures in the varied lands and seas of the world of Krynn.

An underlying assumption throughout the world as described is that the Queen of Darkness was driven through her gate and forced back to the Abyss. Not only is the triumph of good over evil consistent with the theme of the DRAGONLANCE® series from the beginning, but such a world provides opportunities for many and varied adventures, while the alternative is not so generous.

If your campaign did not conclude with a victory for the forces of good, and you wish to continue role playing in the world of Krynn, you will have to modify the descriptions of the various nations within this source book. Information about terrain, artifacts, and monsters will remain true in either case, however. If the lands have been overrun by the hordes of evil, the seas and oceans might provide some of the most promising territory for adventure!

DESIGNING ADVENTURES FOR KRYNN

Before you can lead your PCs on further adventures in Krynn you should become familiar with the lands and peoples presented in this source book. A working knowledge of the history of Krynn to help you to add flavor and detail to your adventures.

The DRAGONLANCE series has, obviously, stressed a different set of values and objectives than is usual in AD&D® gaming. The player characters embarked upon a grand quest, with the fate of the entire world hanging in the balance of their accomplishments.

A prominent theme of the series has proclaimed that if good forces can persevere and remain true to their cause, the evil forces will turn upon each other, allowing good to triumph.

Future adventures do not have to reinforce or restate this or any other theme. However, adventures where the characters find a dungeon or ruin, break in, kill all the monsters, and steal all the treasure, lack quite a bit of what made the DRAGONLANCE adventures successful.

The story element was a prominent feature of all DL adventures and a strong connecting link between the modules. Adventures set in Krynn after the war will be much more appropriate to the setting, and to the players' expectations, if they include a strong story element.

This does not mean that you have to design and map out the settings for another epic! Instead, try creating plot elements, mysteries, and clues that send the PCs in search of additional information. If your game progresses in a leisurely fashion, you can find out where the PCs want to go, and then design the encounter area before they go there.

THE ROLE OF THE NOVELS

Do not overlook the DRAGONLANCE Chronicles and DRAGONLANCE Legends novel series as sources of information about the world of Krynn. They contain information that is not included in the adventures and source books.

The novels also provide a much more detailed picture of the atmosphere of the world—character and racial attitudes, etc.—than the adventures. Many of the ancient legends and mystical places referred to in the novels can provide you with sources for continuing adventures.

A BRIEF HISTORY OF KRYNN

Astinus of Palanthus, the renowned historian, has worked for centuries to chronicle and retain the history of Krynn. His set of scrolls, the *Iconochronos*, is certainly the definitive work on the topic—all other histories are drawn from the *Iconochronos* to some degree.

The scrolls now fill a huge library, and the Lorekeeper continually adds to their number. One scroll, longer than the rest and still unfinished, depicts the history of Krynn as a continually unfolding series of events along a River of Time. Much of this history is recorded in pictures of exquisite beauty and detail. The origin of the artwork is shrouded in mystery, although the accompanying text is certainly the work of Astinus.

A reader of this scroll quickly sees that Astinus has divided his history of the world into five Ages: the Age of Dreams, the Age of Light, the Age of Might, the Age of Darkness, and the Age of Dragons.

The latter two are of greatest concern to the modern reader, as they include the history of Krynn following the Cataclysm—the AC, or Alt-Cataclius period. The prior ages lead into the mists of antiquity, and are recorded as the PC, or Pri-Cataclius years. Exact dating in the PC period is difficult to impossible, whereas AC history is documented with great reliability.

THE AGES OF KRYNN

The Age of Dreams is a span of uncertain years, mostly chronicled by the folk songs and ballads of the Age of Light that followed. These ballads were compiled on the Lifescroll of Song by the Silvanesti bard, Quivellan Soth. A copy of that scroll was presented to Astinus near the end of the Age of Light, and it is from this work that our knowledge of the Age of Dreams is compiled.

The Age of Light was a period of peace and learning, during which the elven culture of Silvanesti shone like a beacon of civilization throughout the world. The history of the Age of Light is chronicled in the songs and artwork of the elves. Thus the members of that long-lived race have provided beautiful and literate, if not entirely accurate, records of the age.

The Age of Might signaled the rise of humanity on Krynn. Humans spread across the world, bringing their frenetic energy and aggressive confidence to all corners of Krynn. The initiation of the Age of Might is tied to the rulership of Karthay Pah in Istar. It was he who first ordered the keeping of a chronicle. Scribes carved his deeds upon plates of gold and silver, storing them on rings in his treasury. During this period, a young scribe from the Library at Palanthus journeyed to Istar and spent three decades copying these plates onto scrolls to transport to the Library. This practice was continued up to the Cataclysm.

The Age of Might lasted for many, many centuries. Finally, the energy and aggressiveness of man resulted in the gods taking vengeance upon their arrogant subjects. The result was the Cataclysm.

In a single hour, the world of Krynn passed from the Age of Might into the Age of Darkness. As Palanthus was one of the few cities spared by the Cataclysm, the record of history continued uninterrupted. The black years of the Age of Darkness are described thoroughly, and make for very grim reading.

Finally, the arrival of the Queen of Darkness, and the gate she had partially opened from the Abyss, allowed her minions, the evil dragons, to return to the world. As the world crawled forth from the Age of Darkness, the shadow of monstrous evil began to spread across the recovering lands and peoples. Thus began the newest age, which is still in its infancy...the Age of Dragons.

astinus's Scroll: The River of Time

The age of dreams

The events of the Age of Dreams are not dated to a specific year, or even century. It is probable that the measuring of time during this period occurred at a scale incomprehensible to man.

—Astinus

The Gods Awaken: From swirling chaos emerge the gods. Taking realms of chaos unto themselves, they establish the Balance. Chaos slows and is subdued by the triumvirate of Good, Evil, and Neutrality.

The Stars are Born: The universe is forged from chaos. Sparks fly from the anvil, creating stars in the sky. Worlds are wrought by the hammer strokes and left to cool. The spirits of the races sing and dance among the stars.

The All-Saints War Begins: The three realms of the gods vie for control of the sentient spirits. The gods of good press to give the spirits power in physical worlds, nurturing them toward the greater good. The evil gods desire to subjugate the spirits as servile beings. The gods of neutrality desire to free the spirits to their own desires.

End of the All-Saints War: The war ends with an alliance between the good and neutral gods. The spirits will gain power in the physical world, yet will retain the freedom to choose good from evil.

Krynn is Populated: Gnomes, elves, ogres, dragons, and humans are given the world of Krynn as their domain. The races quickly spread across the world, claiming regions as their own. The other races force the humans into small, desolate corners of the world, and then ignore them.

The age of Light

circa 4000 PC Rise of the House of Silvanos:

The first Synthal-Elish (Council of the High Ones) is formed by Silvanos, on the hill called Sol-Fallian. The many households of the elves swear allegiance to each other through Silvanos. Balif, the general, becomes Silvanos's lieutenant. Now united, the elves look to the menace of dragons encroaching into eastern Silvanesti.

Birth of the Gnomes: Reorx, who forged the world, becomes displeased with a group of his human worshipers. He turns them into gnomes.

circa 3500 *Greystone Created:* Magic is unknown upon Krynn. Reorx, the god of the forge, creates the Greystone of Gargath. In it is concentrated the magical essences of the grey moon, Lunitari.

Elves Triumph: The dragons are driven from Silvanesti. The second Synthal-Elish is called. Elven clans again swear allegiance to the house of Silvanos. The Kingdom of Silvanesti is decreed. Lands are granted immediately to the major families of the Synthal-Elish. A loose central government overlooks states that are essentially independent.

circa 3100 *Greystone Released:* The gnomes pull the Greygem from the skies, and it floats across the face of Krynn, leaving disruption and chaos in its wake. Through the gem, magic is brought to the world. Some gnomes are changed by the gem, creating the kender and dwarven races.

circa 2800 *Kal-Thax Closed:* The region of Ansalon inhabited by the dwarves is sealed by that race against all intrusion. Rumors of dark horror emerge from the land, but messengers are forbidden entry.

2692 *Second Dragon War of Silvanesti Begins:* Dragons again strike southward from central Ansalon, this time aided by potent magic. The elves rally and resist. Elves from the western provinces save the capital from destruction, forcing the dragons onto the defensive.

Construction of Thorbardin Begins: The dwarves of Kal-Thax commence the building of their mighty fortress as a defense against the world.

2645 *Second Dragon War Ends:* The elves of the west drive the dragons from Silvanesti, and are held as heroes of the land. Humans join in the war to banish dragons from the face of Krynn. A mighty hero, Huma of the Lance, discovers the secret weapon known as the Dragonlance, and uses it to drive the dragons to a negative plane, where they are ordered to sleep for the rest of eternity.

2600 *Turbardin Completed:* The dwarves withdraw into their fortress, turning their backs upon the rest of the world.

Rise of Ergoth: The humans of Ergoth begin exerting their influence beyond the borders of their land. Ergoth expands rapidly to the east and south.

2515 *Death of Silvanos:* The venerable leader of the elven nation dies and is buried in the Crystal Tomb. His son, Sithel, assumes the leadership of Silvanesti. Sithel immediately orders construction of a tower in honor of his

father, to be called the Palace of Quinari.

The age of Might

2500 to 2200 *Ergoth Dominant:* The expanding nation of Ergoth reaches the northern border of Thorbardin to the south. Skirmishes between dwarves and men eventually lead to an uneasy truce. The humans also expand eastward and establish outposts on the edge of the Silvanesti forest. The western elves begin to trade with humans; some elves and humans intermarry.

2308 *Sithas and Kith-Kanan Born:* Twin sons are born to Sithel. Sithas is born minutes before Kith-Kanan.

2192 *Sithel Slain:* Sithel leads a hunting expedition into the western reaches of Silvanesti. His party accidentally meets a human hunting party that is stalking prey. The elf is concealed by thick brush and a human hunter shoots him by mistake. The Kinslayer War begins.

2192 to 2140 *Kinslayer War:* The elves attempt to drive the human outposts from Silvanesti, while the humans defend fiercely. Many more humans arrive to aid their side in the war. The elves that married into human society are forced to fight against their human kin in a war of great savagery.

Kith-Kanan skillfully leads the western elves in war, while Sithas solidifies his hold upon the the throne. The war finally ends with a truce arranged between the emperor of Ergoth and Kith-Kanan.

2140 to 2100 *Sundering of Silvanesti:* The western elves are again held as the heroes of the land. They, however, are ashamed of the bloodshed wrought by the Kinslayer War. The philosophies of the western elves have strayed from the rigidly structured order determined by the high elven caste system. With their army still intact, the western elves sue for social change and freedom of self-determination.

Ergoth/Turbardin Clash: A series of disputes over borders and the rights to mineral claims lead to renewed skirmishing between dwarves and humans. The threat of all-out war looms large.

2073 *Swordsheath Scroll Signed:* A pact of peace is signed by the emperor of Ergoth, the elves of Silvanesti, and the



dwarves of Thorbardin. The Sword-sheath Scroll solves the most pressing problems of the age.

The elves of western Silvanesti are granted a huge tract of 'enchanted woodland north of Thorbardin, where they can live their lives in the freer style to which they had become accustomed. This land, called Qualinesti, also serves as a buffer between the dwarves of Thorbardin and the humans of Ergoth. Ergoth agrees to stop mining the Kharolis Mountains, and the dwarves agree to relax trading restrictions between their peoples and the humans. All hostilities between these three races are to cease.

2050 to 2030 The Great March: The elves of western Silvanesti, under their leader Kith-Kanan, migrate to Qualinesti and begin to colonize their homeland.

2000 to 1400 Peace: Krynn prospers. Kith-Kanan strengthens the bonds of peace between the elves of Qualinesti and the dwarves of Thorbardin. Together, the races erect the fortress of Pax Tharkas as a monument to their lasting peace. Ergoth passes through a succession of emperors of the Quevalin line, the

majority of whom rule with just and benign hands.

1400 to 1250 Rebellions in the East: Gradually the Ergothian rulers begin to abuse and exploit their subjects. After much repression and heavy taxation, the provinces in the eastern corners of the empire begin to revolt. These wars are usually brief, but very violent. The emperors are forced to use their troops regularly, and each rebellion is larger than the last one.

1262 Vinas Solamnus Commands Imperial Guard: This skilled commander, who has been instrumental in crushing several rebellions, is appointed to the highest military post in the empire.

1251 Great Rising in Vingaard: The largest rebellion yet shakes the plains of Vingaard and Solanthus. Solamnus marches east with a huge army to once again crush the rebellion.

1250 Year of Waiting: Solamnus studies the grievances of the eastern peoples, determined to end the rebellion without a massacre. Gradually he comes to realize that the empire has incited the rebellions through vile and repressive treat-

ment of its citizens. Solamnus, and most of his army, join the rebel cause at the end of the year.

1249 to 1242 Union of the Plains States: The nations of eastern Ergoth rally to Solamnus, achieving quasi-independence. Patiently, Solamnus trains a mighty army. The emperor of Ergoth retreats into madness.

1241 Fall of Ergoth: Solamnus and his army march west. In a nearly bloodless campaign, the general outmaneuvers the Ergothian army and lays siege to the capital. Sustaining his army with the aid of hundreds of clerics through a long winter, Solamnus accepts the emperor's surrender in the spring of 1240. The surrender terms require the emperor to grant each of his subject states the right of self-determination. Although the nations of Ergoth remain loyal to the crown, those states farther from the center of government become independent, or join the new nation of Solamnia.

Solamnus assures the elves and dwarves that he will abide by the terms of the Swordsheat Scroll.

1225 Knights of Solamnia Formed: An order of knights, dedicated to the causes of goodness and freedom, is formed by Vinas Solammus. Solamnia prospers, as the states of Palanthus, Lemish, and Caergoth join the new nation voluntarily.

1100 to 800 Foundation of Istar: The tribes of far eastern Ansalon, until now a bickering collection of barbarians, gradually unite. The Council of Istar establishes a unified government. Istar begins to trade with Solamnia.

Solamnia Prospers: The dynasty founded by Vinas Solammus is extended by his son and grandson, and their descendants. Ergoth grows to depend more and more on Solamnia for protection and trade.

773 to 760 Istar and Silvanesti Clash: A series of border skirmishes between the expanding Istarian nation and Silvanesti again threaten the elven homeland. With the aid of Solamnia, the elves persuade Istar to add its signature to the Swordsheath Scroll.

700 to 600 Ogre Wars: Pillaging armies of ogres emerge from the Khalkhist Mountains of central Ansalon, raiding across the plains of Solamnia and the fertile fields of Istar. Solamnia and Istar unite, eventually driving the ogres back into the mountains.

600 to 280 Union of Solamnia/Istar Solidified: The two great human nations grow more and more interdependent. The Knights of Solamnia become the military strength of both nations, while the artistic and educational talents of Istar are spread throughout the continent. Istar gradually becomes the dominant partner.

280 First Kingpriest Declared: The capital city of Istar is proclaimed the center of the world. The anointment of the first Kingpriest solidifies the bond between the military might of Solamnia and the spiritual guidance of Istar.

260 Construction of the Temple of the Kingpriest Commences: The finest artisans from across the face of Krynn are brought to Istar to build a temple that will proclaim to the world and the gods alike the glory of the nation of Istar.

212 Temple Completed: Widely proclaimed as the finest example of architecture ever, the temple is blessed by the Kingpriest, who immediately takes up residence.

250 to 100 Elves Shun Other Races: Increasingly disgusted by the frantic pace of human life and the arrogance of man about his own accomplishments, the Silvanesti elves withdraw into their forests. They bar commerce with the outside world, and visitors are prohibited from entering.

118 Proclamation of Manifest Virtue: The Kingpriest declares that evil upon Krynn is an affront to the existence of the gods and men. A rigidly defined set of evil acts are listed; those found guilty of committing any of these acts are to be put to death. Clerics of good, appointed by the Kingpriest, journey throughout Krynn, seeking to find and report any acts or individuals of evil.

94 Extermination of Evil Races Sanctioned: The Kingpriest, not satisfied with the Proclamation of Manifest Virtue, adds a clause stating that certain races—goblins, ogres, etc.—are inherently evil and must be exterminated. High bounties are offered, and bounty hunters immediately set about to eliminate these creatures.

80-20 Rise of Clerical Power: With the full approval of the Kingpriest, Istarian life falls more and more under the influence of the clergy. Clerical approval is required for marriage, business contracts, and military expeditions. The rise of the clerics is accompanied by a corresponding loss of magic-user influence. Hounded as an unrepentant source of evil, mages are driven farther and farther underground.

6 Edict of Thought Control: The Kingpriest asserts that evil thoughts constitute evil acts, and declares that his clerics are to employ *ESP* spells in an increased effort to rid the world of evil at its most basic source: the mind of man.

age of darkness

0 Cataclysm: The wrath of the gods descends upon Krynn. The Thirteen Warnings strike, one per day, preceding the end of the year. Trees weep blood, fires die or rage uncontrolled, and cyclones strike the Temple of the Kingpriest. On the thirteenth day, mountains of fire fall from the skies, wracking the landscape.

Istar is immediately destroyed, its remnants sinking far below the surface of the newly formed Bloodsea. Ergoth is

sundered from the mainland to form two great islands. Waters pour into central Ansalon, forming the New Sea and shrinking the formerly vast plains of Ansalon. To the south, the land rises and the water recedes. The port city of Tarsis is unscathed, but now lies far from the sea. The Temple of the Kingpriest is shattered with the destruction of Istar, its pieces scattered throughout the planes of the universe.

1 to 100 AC Chaos and Pestilence: The survivors of the Cataclysm struggle desperately to stay alive. Famine spreads across the world and plague follows. True clerics are unknown. The Knights of Solamnia are persecuted throughout the land, as people find them a handy target for blame. Many villages and towns, untouched by the Cataclysm, vanish because of disease or war. Sometime during this period, the Foundation Stone of the Temple comes to rest in the Abyss, and is discovered by Takhisis, the Queen of Darkness.

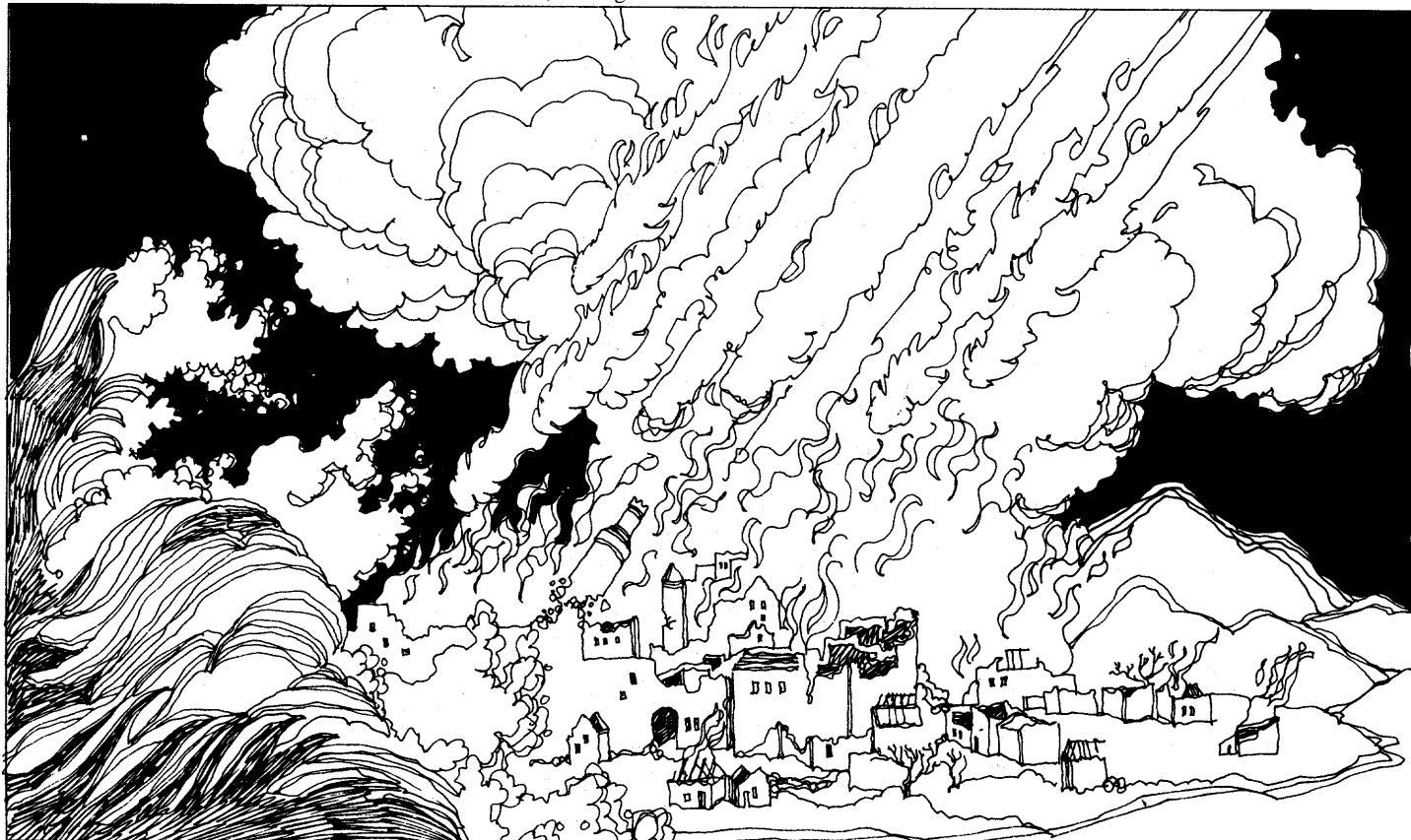
141 Stone Planted in Neraka: Takhisis places the Foundation Stone on the barren plain of Neraka, far from any center of population. The stone begins to grow into a twisted and perverted form of the Temple. The Dark Queen enters the world through the portal opened by the stone. Walking among the creatures of Krynn, she awakens her evil dragons and prepares them for the work she has in mind. She then returns through the portal to gather her forces on the Abyssal Plane.

157 Berem Finds the Stone: A young man and his sister discover the foundation stone. The man pries a stone loose, against the advice of his sister. They struggle, and the sister is accidentally killed. Her spirit, imbued with goodness, inhabits the Foundation Stone. The man, Berem Everman, is cursed with the stone he has stolen, as it becomes embedded in his chest. He cannot gain the peace of death until his sister's soul is released from imprisonment in the stone.

210 Takhisis Returns: The Queen of Darkness attempts again to enter Krynn through the portal opened by the stone. To her great frustration, she discovers that the portal is closed by the presence of the sister's spirit of goodness. Enraged, she casts about for a solution.

the RIVER of Time

- 287 Dragon Eggs Stolen:** The evil dragons, awakened by Takhisis, keep their presence in the world a secret. They raid the Isle of Dragons, where the good dragons lair, and steal the good dragon eggs. Fleeing with the eggs to the Lords of Doom, the evil dragons hide their cache in the bowels of the volcanoes.
- 296 The Oath:** Acting upon the orders of their Queen, the evil dragons exact the Oath of Neutrality from the good dragons. The oath binds the good dragons to noninvolvement in the coming war. In return, the evil dragons will return the eggs, unharmed, at the conclusion of the war.
- 300 to 320 Agents of Evil:** Takhisis sends her agents through the world, seeking the man with the green gemstone embedded in his chest. She knows that this man is the key to opening her portal once again. She grows increasingly frustrated at Berem's apparent disappearance. Eventually, she decides to put her plans into operation.
- age of dragons**
- 332 Dragons Appear:** The savage and war-
- like humans of Sanction, Neraka, and Estwilde are allowed to discover the evil dragons. From among the most evil of these men are recruited the Dragon Highlords and their officers. These men set about gathering armies under the watchful eyes of the evil dragons.
- 340 Humanoids Recruited:** The ogres and hobgoblins are gathered into the evil fold and trained as troops in the Dragonarmies.
- 342 Draconians Created:** Takhisis instructs the Highlords in the corrupting process whereby draconians are created from the eggs of the good dragons. The generation of draconians in the fiery underground regions around Sanction begins in earnest. The first draconians, Baaz, are created from brass dragon eggs. Soon, copper dragon eggs are used to create Kapak draconians.
- 343 to 347 Evil Armies Marshall:** Draconian creation continues, with Bozak (bronze), Sivak (silver) and finally Aurak (gold) draconians added to the lists. The draconians are formed into military units and trained for combat, while the training of human, hobgoblin, and ogre forces continues. Periodic outbreaks of violence occur among the Dragonarmies themselves; the Highlords encourage this aggressive behavior. Near the end of 347, Takhisis judges that her forces are ready. The opening campaign of the war is planned for the following spring.
- 348 War of the Lance Begins:** With the melting of the snows in the high passes around Neraka, the Dragonarmies pour eastward upon the unsuspecting peoples of Krynn. The lands of Nordmar and Goodlund are swiftly overrun, while the humans of Khur ally themselves with the evil forces to avoid conquest. Little resistance is met by the massed armies. What few battles are fought are decided swiftly by the awesome power of the dragons. By the end of the year, the hold of the evil forces over their occupied territories is uncontested.
- 349 Takhisis Turns to Silvanesti:** The Dragonarmies commence a three-pronged attack into Silvanesti, utilizing their effective air and land combination. The elves, however, resist much more effectively than the humans and kender to the north. Losses are heavy on both



sides, but the Dragonarmies make little progress into the dense forest. Using magic, discipline, and intimate knowledge of the terrain, the elves lure the Dragonarmies into a series of ambushes that seriously deplete the evil forces. Takhisis sends her two remaining Dragonarmies to reinforce the attack, laying waste to the once beautiful forest and slowly advancing toward Silvanost. Although they fight courageously, the elves are decimated by the war, and the dragons set about systematically destroying the elven food stockpiles. In autumn, the capital is evacuated with many refugees. The elven fleet sets out on the dangerous journey to Southern Ergoth, while many fighters remain behind.

On the last day of the year, the Dragonarmies close upon Silvanost, and the elves realize that the war is lost. In a desperate effort to turn the tide, King Lorac attempts to use an *Orb of Dragonkind* to work the destruction of the evil armies. The perfidious orb seizes control of Lorac instead, plunging the land into a living nightmare and dispersing the remaining elven fighters in chaos.

350 Rearing Evil: Seriously weakened by the costly invasion of Silvanesti, the Dragonarmies spend a year rebuilding and retraining their forces. Takhisis's troops now control all of eastern Ansalon.

The minotaurs of Mithas and Kothas are recruited to the evil causes and belatedly attempt to intercept the elven fleet sailing to the west. Although a series of sharp skirmishes cost each-side some ships, the fleet sails through, reaching Southern Ergoth near the end of the year.

351 Evil Turns West: Again starting the campaign with the coming of spring, the Dragonarmies surge westward in a massive combined offensive. The scope of these attacks is far beyond anything that Takhisis's forces have yet attempted.

A huge force, spearheaded by the Blue Army, strikes across the Plains of Solamnia, overrunning Kalaman, Vingaard, and much of Solanthus. Disorganized and bickering, the Knights of Solamnia are slow to respond to the threat. Lemish sides with the evil forces, but the dwarves of Kaolyn provide a strong lynchpin on the

right flank of the defenders.

Meanwhile, the Red Army leads an amphibious attack across the New Sea to the Plain of Abanasinia. The barbarian tribes of the plain are swiftly absorbed by the onslaught, which soon brings the Dragonarmies to the borders of Qualinesti. Knowing that they cannot withstand the might arrayed against them, the elves evacuate their homeland, fleeing westward to join their cousins on Southern Ergoth. Finally, the Dragonarmy rolls against the dwarven fortress of Thorbardin. As winter sets in, the army is still laying siege to the dwarven stronghold.

Additional evil troops strike across the Tarsian Plain from Silvanesti. They reach and occupy Tarsis by the end of the year. All of Ansalon, except for the western coastline and western islands, now lies under the heels of the Highlords.

352 Whitestone Council: Early in the year, representatives of the surviving good nations meet at the Whitestone, on Sancrist Isle, for the Council of Whitestone. Here an uneasy alliance is forged between the elves and humans, and they agree to save their fighting for the forces of evil. The council is decided by the arrival of Theros Ironfeld, who wears the *Silver Arm of Ergoth* and bears a Dragonlance.

With the coming of spring, the Blue Dragonarmy hurls itself against the High Clerist Tower that blocks the mountain pass leading into Palanthus. Rallying at last, the Knights of Solam-

nia make a heroic stand and, for the first time, a Dragonarmy retreats from a field of battle. The battle marks the first modern use of Dragonlances.

Shortly after the battle, a small band of Heroes penetrates the deepest temples of the Highlords in Sanction and discovers the treachery being wrought on the good dragon's eggs. News is swiftly returned to the Isle of Dragons, and the good dragons join the war against evil with savage intensity.

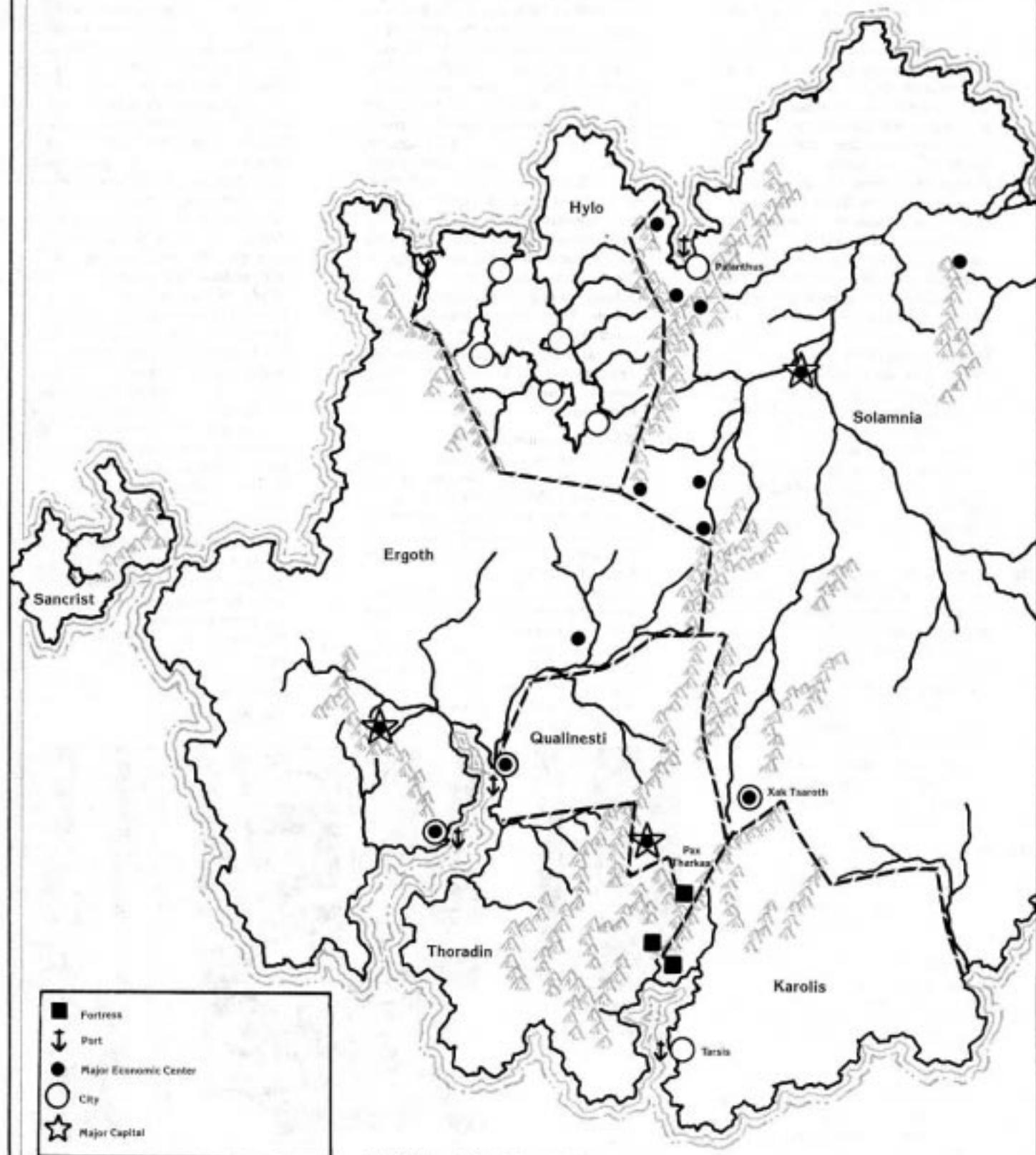
With the aid of the good dragons, the Whitestone forces are at last able to take the offensive. Surging eastward with violence and purpose, the armies of good reclaim the entire northern Solamnic Plain during the rest of the year. Gunthar Uth Wistan and Laurana of Qualinesti lead armies of men, elves, and dwarves against the evil Dragonarmies. Carrying mounted Dragonlances on the backs of the good dragons, the Whitestone forces emerge victorious from every engagement they fight during the long summer.

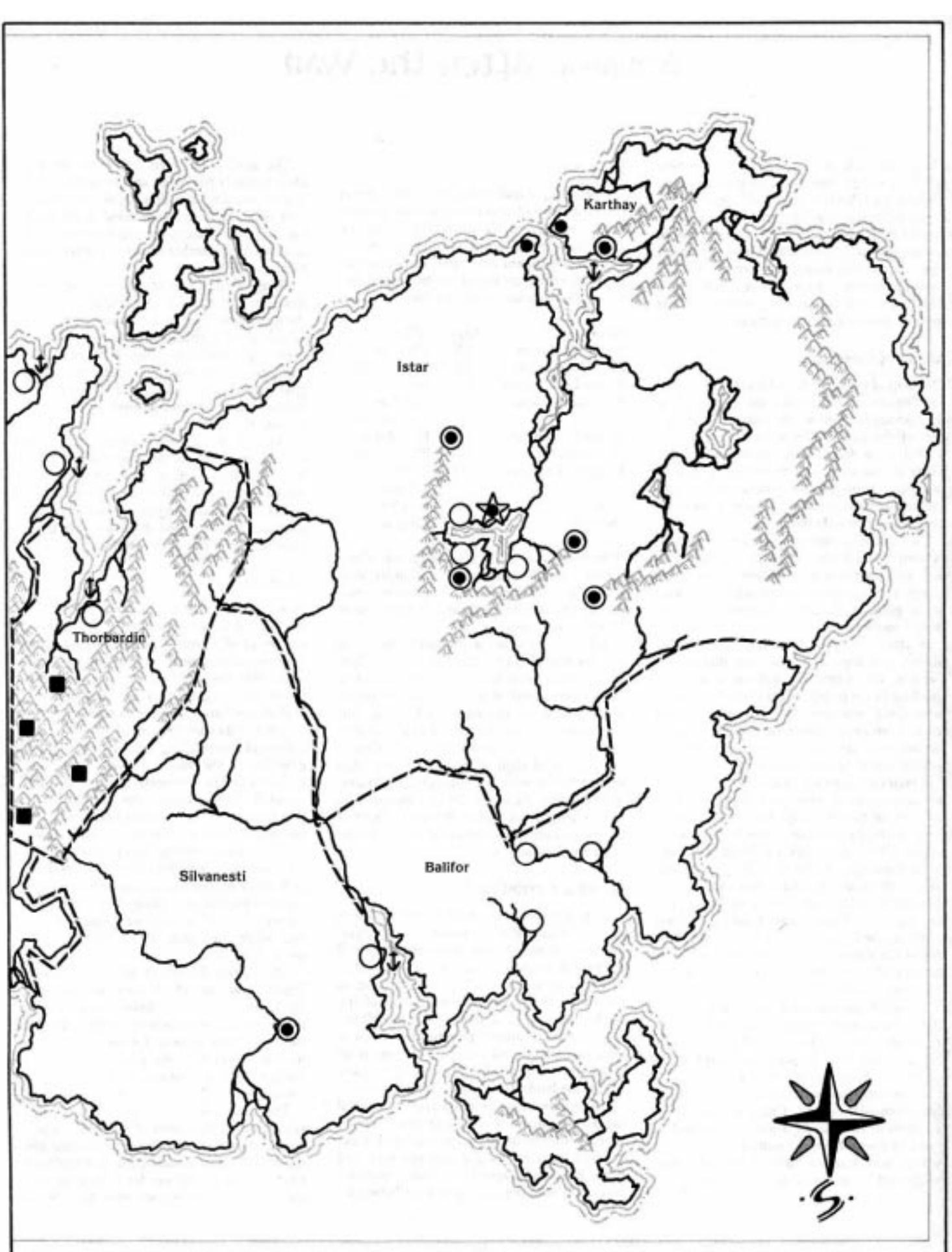
The recapture of Kalaman spells the beginning of the end for the Dragonarmies, but the Queen of Darkness is determined to pass through the portal of the Foundation Stone, with the legions of the Abyss behind her. Desperately, her minions seek the man with the green gemstone.

Yet the armies of Whitestone close upon Neraka, and the Queen is foiled in her attempt. Evil turns upon itself, and the Dragonarmy alliance collapses. The War of the Lance Ends.



Pre-Cataclysm Ansalon





ANSALON AFTER THE WAR

The history of Krynn is presented in some detail as a design tool for Dungeon Masters. Though the DRAGONLANCE® saga has concentrated on the development of a story to create the PCs' adventures, the history of Krynn can be used to flesh out stories of your own design. This section contains information about Krynn following the conclusion of the War of the Lance. It is against this background that most of your stories will probably be set.

AREAS OF CONTROL

The map of post-war Krynn (on pages 12 and 13) displays the areas that are controlled by the various factions at the conclusion of the War of the Lance. The areas shown as controlled by a faction are controlled solidly. There are no wars in these areas, unless your campaign considerations dictate otherwise. Isolated guerilla or bandit activity is possible, but these occur only rarely.

Each of the factions includes a veteran force of troops, and these quickly quash any uprisings and maintain order. These troops may, however, be occupied in fighting border wars or in garrison duties throughout the controlled territory.

In areas where no controlling power is displayed, the region is wild and dangerous. Bandits are commonly encountered, and small cities are trying to gain control of their immediate environs. Very possibly armed forces from nearby areas are present, as each faction attempts to expand its influence and combat the intrusions of its rivals.

If your campaign has created conditions that are not consistent with the setting presented here, by all means change the information to create the reality that your players expect. For example, if you have played the Battle of Neraka in the campaign, and the Blue Dragonarmy was completely destroyed and Kitiaara was killed, then the Blue Army obviously controls no territory in post-war Krynn. Instead, the regions controlled by the Red and Green Armies, as well as that of the Knights of Solamnia, expand to fill the void. Very possibly, much of the area is subject to no control.

All of the factions have achieved some degree of law and order within their borders. Entrance into towns and cities, and perhaps even villages, is observed by guards of the appropriate faction. Strangers are treated suspiciously.

Conversely, war heroes are recognized readily by comrades in arms. Characters who have led units in combat are almost always recognized by troops from the same army, and Heroes of note stand a 50% chance of being recognized by troops of their alignment.

Factions

Control of Ansalon following the War of the Lance has fallen to nine powerful factions, each of which controls one or more territories. Areas outside the control of these factions are either independent city-states, or neutral territory currently contested for by several factions. The factions are listed below.

Faction	Align.	Allies
Red Dragonarmy	CE	Black Army
Blue Dragonarmy	LE	Green Army
White Dragonarmy	CE	None
Black Dragonarmy	CE	Red Army, Minotaurs
Green Dragonarmy	LE	Blue Army
Minotaurs	LE	Black Army
Knights of Solamnia	LG	Elves, Dwarves
Elves	CG	Knights
Dwarves	LG	Knights

Wherever factions of good and evil alignments control adjacent areas, border skirmishes are commonplace. Troop movements and battles are also the norm. No trade occurs between these areas.

Wherever factions of the same alignment that are not allies control adjacent areas, border guards are commonplace. There is a 10% chance per month that such a border erupts into skirmishing, although this fighting usually stays well below the level of an all-out war.

Allies actively cooperate with each other in the pursuit of their objectives. If two allies share a border with a common enemy, troops of those allies fight side by side against that enemy. Even among allies, however, troops of one faction are never commanded by a leader from another faction.

GENERAL CONDITIONS

As with any world that has just emerged from an all-consuming war, conditions on Krynn are far from idyllic. The remnants of the evil forces still control much of the landscape. These forces will as readily fight each other as the forces of good. With the defeat of the Dark Queen, most of the troops in the White-stone armies returned home to plant crops or tend their shops and stores. Thus there is no concentration of good forces to systematically regain the lands held by the Dragonarmies.

Communications between areas of control range from primitive to nonexistent. Factions that are friendly to each other may send an occasional (heavily guarded) caravan back and forth. Roads are plagued by bandits, however, and accommodations are few and far between.

The borders between unfriendly factions are constantly patrolled, and intruders are always accosted for questioning, or worse. Members of all factions are worried about spies, and do not hesitate to use persuasive methods to determine whether or not a traveler is who he claims to be.

Many of the cities of Ansalon have been devastated by the war. Only Palanthus, of all the great cities, has escaped damage. Because of this good fortune, Palanthus is now the center of civilization upon Krynn. The Knights of Solamnia have set up their central governmental body there, and the Port of Palanthus still sends and receives ships from all corners of Ansalon.

Sea travel is every bit as unsafe as land travel, however, for pirates roam all corners of Krynn's watery surface. Most savage among the pirates are of course the minotaurs, but bands of humans, ogres, hobgoblins, and other scum have seized ships that they use to terrorize the sea lanes for plunder and slaves.

CLIMATE

Some information on climate is necessary if you intend to run an extended campaign in the world of Krynn. The information given here should be considered rough guidelines only; DMs who want a more exact procedure for determining weather are referred to the *Wilderness Survival Guide* rule book.

Ansalon is a continent in the southern hemisphere of Krynn. Consequently, its coldest region lies to the south. Icewall Glacier is a region of freezing temperatures and frequent snowfall. During winter, the sun illuminates this area for only a few short hours every day, and blizzards roar across the ice fields.

The region ranging from Qualinesti to Silvanesti, and including Tarsis, suffers severe and snowy winters that begin early in autumn and continue far into spring. The elven forests receive plenty of rain during spring and summer, while the Tarsian Plain is relatively dry most of the year.

The western islands of Sancrist, Southern Ergoth, and Northern Ergoth, are treated to mild winters because of balmy ocean currents that keep the temperatures not too far below freezing. These areas do receive quite a lot of snow in winter, however, and suffer very rainy springs. They are subject to flooding several times a year.

The lands of Solamnia, as well as the Goodlundian Peninsula of Eastern Ansalon, are the most pleasantly temperate on the continent. Winters are snowy, but not very long. Plentiful rainfall allows for a long growing season, and these regions consequently pro-

ansalon after the War

duce most of Ansalon's food.

The central plains, including Estwilde, Neraka, Kern, and the surrounding areas, is a dry and desolate region. Severe winter storms sweep across the area, yet little rain falls during the growing season.

The northern tip of the continent is the land of Nordmar, which swelters through long and humid summers, and rarely receives a snowfall. Certain crops can be grown during the long summer season, but the temperature is often too hot for more temperate crops. The islands of Mithas and Kothas share this type of climate.

Beyond The Map

The continent of Ansalon is only one of several land masses upon the surface of Krynn. As the decisive setting for the War of the Lance, Ansalon was the location for all of the

adventures in the DRAGONLANCE® saga.

If your characters desire to travel beyond the boundaries of the existing maps, then you need to design the lands and locales that await them. Brief descriptions are provided to help you create these new lands.

South lies the icy vastness of Icewall Glacier. The glacier covers the south polar region for several hundred miles around the south pole of Krynn.

West, out to sea, lies a huge region of tempests and typhoons. Winds blow from the west with steady intensity, carrying one storm after another onto the western shores of Ansalon. Travel by sailing ship in this direction is nearly impossible, since it involves moving into the teeth of these savage winds.

North lie the tropics. A scattering of pleasant islands can be encountered after many weeks of sailing. These tropical islands include

the Isle of Dragons, where the good dragons remained until freed from their Oath, as well as many other idyllic and enchanted settings.

East lies an ocean of unspeakable vastness. Strong winds help sailors who wish to travel in this direction, but a voyage of many months is required before reaching land. The peoples and creatures of the lands to the east are very different from those encountered upon Ansalon.

The Nations of Ansalon

Space does not allow a detailed description of each of the nations of the continent of Ansalon. Such specifics are best left to the needs of the individual campaign in any event.

However, the racial makeup of each nation's population, the primary resources produced by that nation, and any special notes required to run that nation in a campaign are presented on the following table.

The Nations of Ansalon

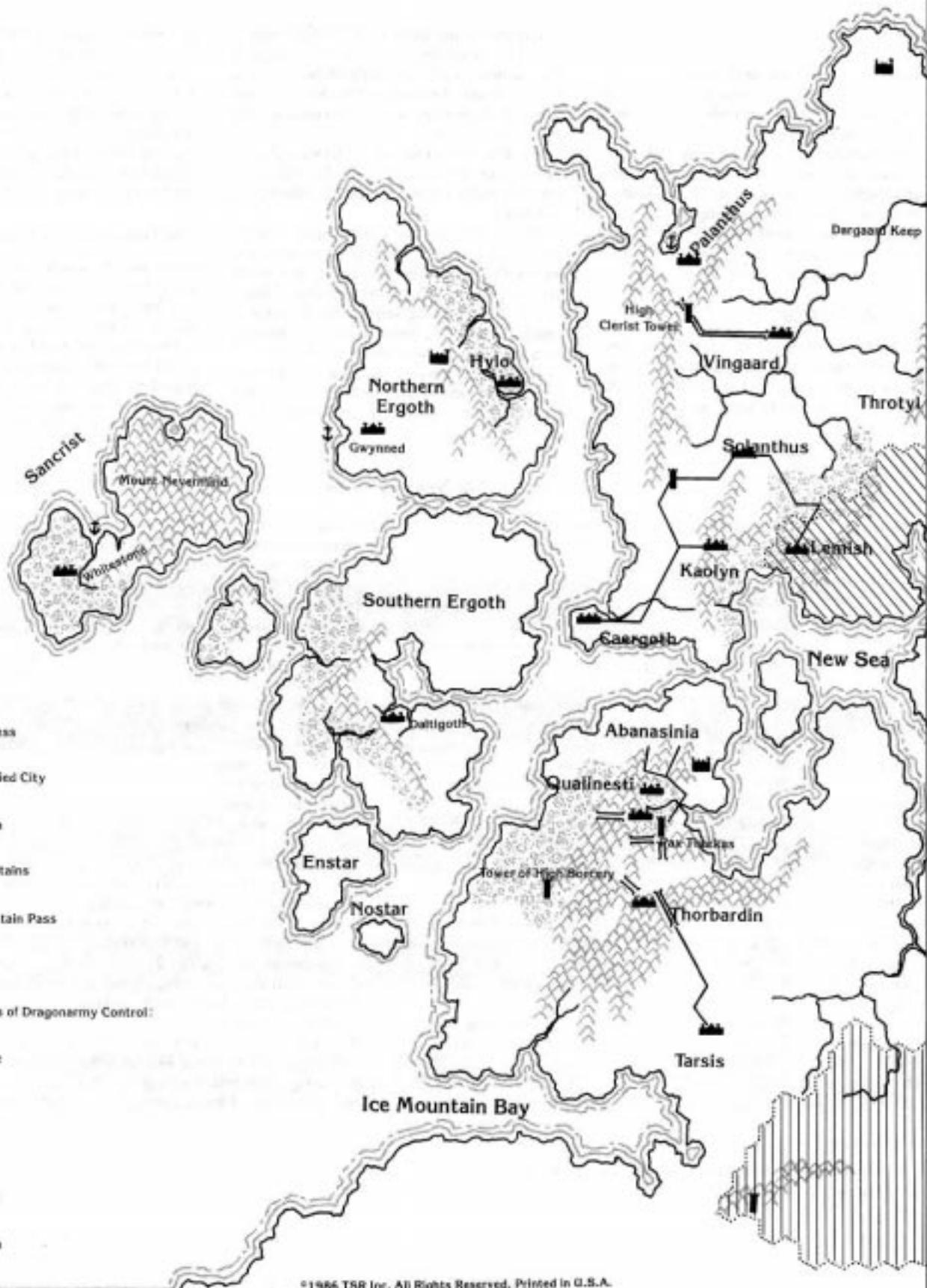
Name	Pop. /Al	Products	Notes
Abanasinia	H/N	Fur, Corn	Many tribes of barbarians, Stone buildings
Blode	O/CE	Nil	Raid caravans and commerce
Caergoth	H/LG	Ships, Timber	Deep port, Knight stronghold
Estwilde	H/N(E)	Goats	Barren, Dry
Goodlund	K/N(G)	Maps, Coral	Vast forest, Small villages
Hylo	K/N(G)	Carved wooden objects	Port city Hylo, Largest kender community
Icereach	Thanoi(LE), H(LG)	Nil	Iceriggers for travel
Kalaman	H/N(G)	Ships, Navigators	Ravaged by war
Kaolyn	D/LG	Gems, Iron, Steel	Very loyal to Knights
Kern	O/CE	Nil	Mercenaries and bandits
Khur	H/N(E)	Horses	Warlike nomads
Kothas	M/LE	Ships	Pirates, Stone castles
Lemish	H/N(E)	Timber, Small ships	Hunters and sailors
Mithas	M/LE	Ships	Pirates, Stone castles
Neraka	H/N(E)	Sheep, Wool	Small bands of nomads
No&mar	H/N(G)	Horses, Chariots	Small tribes, Central king
N. Ergoth	H/N(G)	Copper, Brass	Many ruins of ancient Ergoth
Palanthus	H/N	Ships, Books	Largest city on Ansalon, Center of good religions
Qualinesti	E/CG	Fruits, Leather	Devastated in war-slowly rebuilding
Sanchrist	H/LG	Gold, Silver, Platinum	Largest gnome community, Traditional home of Knights
Sanction	H/N	Ships, Pirates	City rapidly eroding from lava flow
Silvanesti	E/CG	Nil	Forest twisted by king's nightmares during war-slowly recovering
Solanthus	H/LG	Grain, Cattle	Occupied during war-towns burned, People slowly returning
S. Ergoth	E/CG	Nil	Different elven cultures slowly melding
Tarsis	H/N	Furs, Horses, Wagons	Road to coast started
Thorbardin	D/N(G)	Steel, Gems, Weapons	Beginning to trade w/humans and elves
Throtyl	Hob/LE	Nil	Hobgoblin race retreated here and is entrenched
Vingaard	H/LG	Horses, Cattle	Reclaimed from evil, Prospects
Zhakar	D/L(E)	Gems, Armor	Mysterious race of evil dwarves

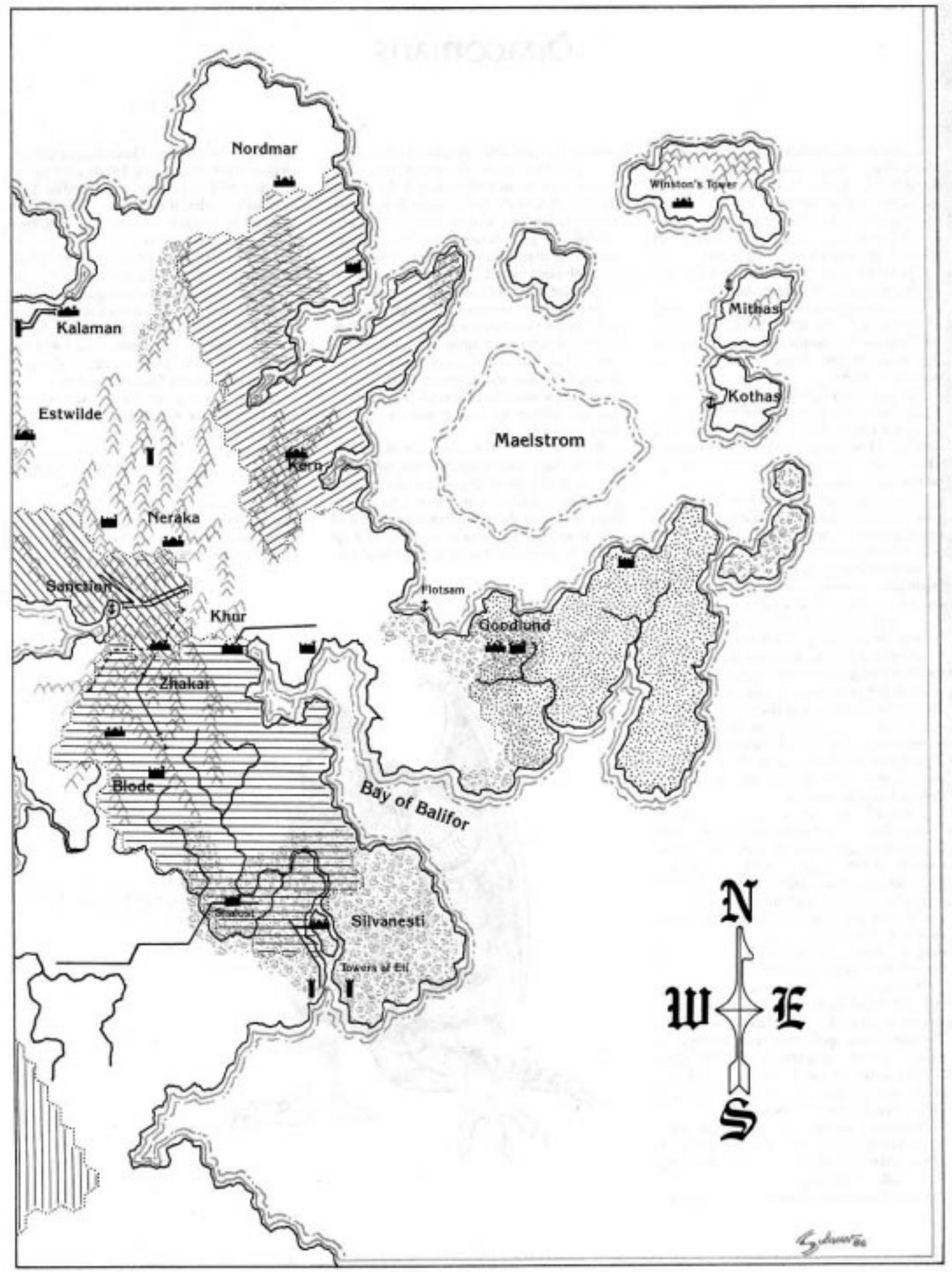
Abbreviations:

Al = Alignment; D = Dwarf; E = Elk Hob = Hobgoblin

H= Human; K = Kender; M = Minotaur; O = Ogre

Post-War Ansalon





Draconians

Draconians, or dragonmen, are special troops of the Dragon Highlords. They are more predictable than human forces and more apt to follow orders than the ogres and goblins that make up the bulk of the army. Draconians are not frightened by *dragon awe*, rather they seem to rally around the evil dragons.

Draconians gain +1 to hit when within 12" of the particular evil dragon they serve.

Five types of draconians have been encountered thus far: the stony Baaz, the magic-wielding Bozaks, the poison-tongued Kapaks, the shape-shifting Sivaks, and the ultra-powerful Auraks.

The first four types of draconians have wings, but only the Sivaks can truly fly. The three movement rates given are for walking, running while flapping wings, and gliding. They can glide a distance of four times the height they launch from.

A fifth type of draconian is introduced here, the mind-bending Auraks. Auraks do not possess wings and cannot fly, but they do possess a limited *dimension door* ability.

Draconians serve many roles for the Dragon Highlords. Kapaks, wielding poison blade and arrow, are used as assassins and archers. The magic-using Bozak, wielding short swords, are used as special forces and to command draconian squads. Sivaks form the elite forces, wearing heavy armor and able to swing two-handed swords easily. Baaz are the common soldiers, the bulk of the troops. They are often used to scout as they can disguise themselves in robes. Finally, the Auraks are rare and special generals of the draconian armies. They are also used as special agents who can pass undetected among humans.

Those who have played DL9, *Dragons of Deceit*, discovered that draconians are created by corrupting good dragon eggs. Baaz are derived from brass eggs, Bozaks from bronze eggs, Kapaks from copper eggs, Sivaks from silver eggs, and Auraks from gold eggs. These are the very eggs that the Queen of Darkness swore to protect in return for the good dragons' pledge not to, interfere in her war against the peoples of Krynn.

The corruption of the eggs is the work of an evil triad, Wyrllish the cleric, Dracart the mage, and the ancient red dragon Harkiel, the Bender. Through arcane spells they cause the eggs to grow and their occupants to multiply. Then Wyrllish opens the gate to the Abyss, and souls of the Dark Queen's minions, the abishai, rush forth to inhabit the new bodies.

Draconians are creatures of magical origin and when they are slain, the odd enchantments that formed them create spectacular and deadly death scenes.

If the Queen of Darkness is driven back

through the gate and consigned to the Abyss, this does not cause the draconians upon Krynn to vanish or wither away. It does mean that the only method of creating new draconians is no longer available, even if evil forces still hold the good dragon eggs. Thus the population of draconians will slowly decrease as the violence fostered by the dragon-men results in the deaths of more and more of them.

As draconians are created through vile magics from the most long-lived of monsters, they are not susceptible to aging in any noticeable way. Thus the population only shrinks through combat and accidents. The dragon-men are also not subject to any known disease, and can subsist for long periods with little food or water.

Without the Queen to restrain them, the race of draconians gradually becomes more chaotic in alignment. A powerful leader, such as Ariakus or Kitiara, might still be able to hold sway over the draconian units in his or her Dragonarmy. Weaker leaders, such as Toede, find that the dragon-men no longer re-

gard them as masters. These draconians slip away to form marauding bands that live in desolate wilderness areas and practice banditry and murder. If the leader is too forceful in trying to retain his draconian troops, they almost certainly turn on him.

The draconians that are not part of any military formation, such as those that garrison many of the conquered cities, quickly lose interest in their posts. It is quite likely that they turn upon the populace of the city in a frenzy of pillage, murder, and arson. If the folk unite and resist, however, the uncoordinated attacks of the draconians are blunted. Like their cousins in the army, these draconians will then soon head for the wilderness, organizing into bands of relatively small size.

Draconians of different races never combine into bands. The antagonism between Baaz and Kapak, for example, is as strong as that between draconian and human. It is this intense rivalry and intraracial hatred that prevents draconians from ever becoming a dominant power in their own right.



Draconians

SIVAK

FREQUENCY: *Uncommon*

APPEARING: *2d10*

ARMOR CLASS: *1*

MOVE: *6"/15"/18"*

HIT DICE: *6*

% IN LAIR: *10%*

TREASURE TYPE: *Q*

ATTACKS: *3*

DAMAGE: *1d6/1d6/2d6*

SPECIAL ATTACKS: *None*

SPECIAL DEFENSES: *+ 2 saves*

MAGIC RESISTANCE: *20%*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral Evil*

SIZE: *L (9 ft.)*

XP VALUE: *350 + 6/hp*

Sivaks are used both on the battlefield and as spies. They normally attack with both claws (1d6 points of damage each) or a wicked-edged sword (1d10 points of damage). They can also attack with their long, armored tails (2d6 points of damage) when in draconian form.

Sivaks are shapeshifters, capable of changing their form under two conditions. When they slay a humanoid of their size or smaller, they may take the forms of their victims. They do not gain the memories, experiences, or spell use of their victims and, like all draconians, still radiate magic, but their appearances and voices are exact matches to those of their victims. Sivaks may choose to change back to their normal forms, but may not *polymorph* again until they find more victims.

Sivaks also change shape when slain, assuming the forms of their slayers. These death shapes last for three days, then the bodies decompose into black soot. If the slayers are not humanoid or are larger than the Sivaks, the Sivaks burst into flame, causing 2d4 points of damage to all within 10 feet (no saving throw).



AURAK

FREQUENCY: *Rare*

APPEARING: *1-2*

ARMOR CLASS: *0*

MOVE: *15"*

HIT DICE: *8*

% IN LAIR: *10%*

TREASURE TYPE: *K, L, N, V*

ATTACKS: *2 or 1*

DAMAGE: *1d8 + 2 (x2) or spell*

SPECIAL ATTACKS: *Spells & Breath*

SPECIAL DEFENSES: *Save at +4*

MAGIC RESISTANCE: *30%*

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful Evil*

SIZE: *M (7 ft.)*

XP VALUE: *1,800 + 10/hp*

Auraks are the special agents of the Dragon Highlords. They are the most powerful of all draconians and the most devious.

In natural form, Auraks appear to be 7-foot-tall, sinewy draconians with short tails and no wings.

Auraks cannot fly, but move as fast as other draconians on the ground, moving 13" running or swimming. Auraks, however, do possess a limited ability to *dimension door* up to 6" away, three times per day at will.

The senses of Auraks are heightened so that they have infravision good to 60 feet, and can detect hidden and *invisible* creatures within

4". They can also see through all illusions.

Auraks have several natural defenses that they can invoke at will. They can turn *invisible* once each turn until they attack. They can *polymorph self* into the shape of any animal their size, three times per day. But the most diabolical ability is to *change self* three times per day to resemble any individual human or humanoid and to perfectly imitate its voice. This effect only lasts for 2d6 + 6 rounds.

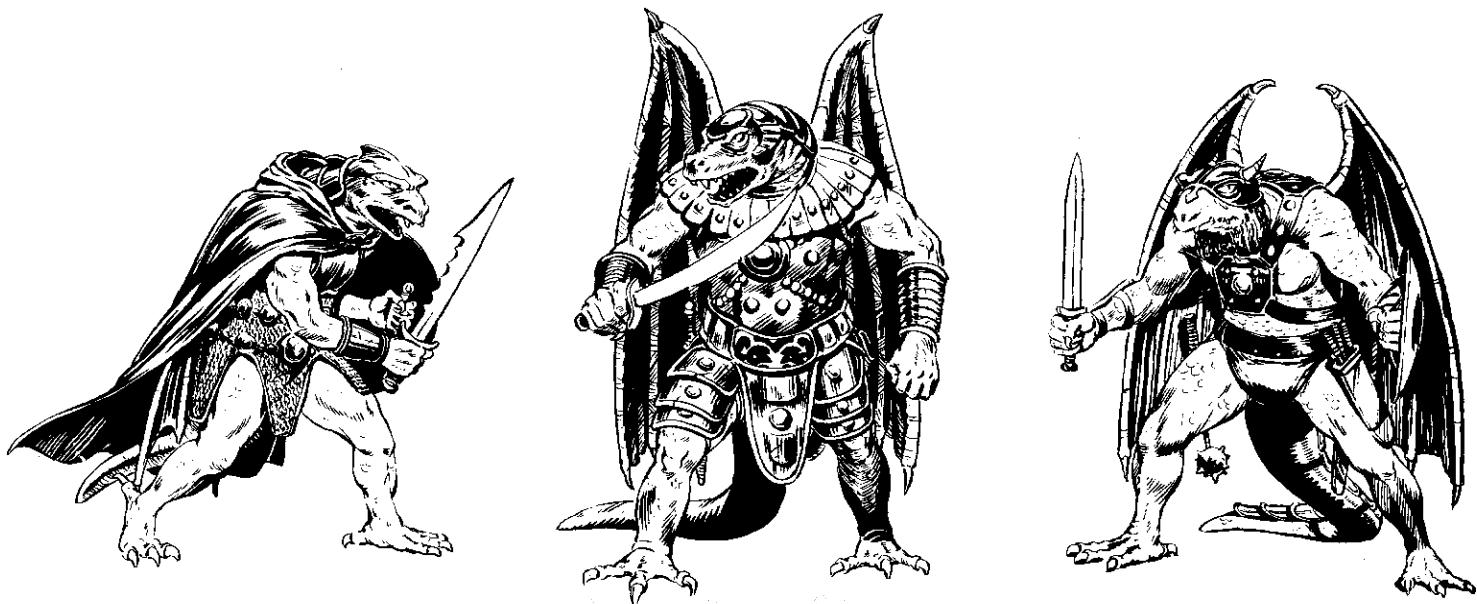
Auraks have three modes of attack. They can generate blasts of energy from each of their hands (1d8 + 2 damage with each), striking targets up to 6" distant. When using *change self*, they appear to be using the appropriate weapon, but are really attacking with energy blasts. They also may attack with claws and fangs (1d4/1d4/1d6). Three times per day they can breathe a noxious cloud (5-foot range). Victims caught in the cloud must save vs. breath weapon for half damage or suffer 20 points of damage and be blinded for 1d4 rounds.

Auraks can also cast two spells each of 1st to 4th-level magic-user spells. Their preferred spells include these: *enlarge*, *shocking grasp*, *ESP*, *stinking cloud*, *blink*, *lightning bolt*, *fire shield*, and *wall of fire*.

The Auraks' most insidious power is mind control. They can use *suggestion* once per turn at will, but they must concentrate. And once per day they may *mind control* one creature of equal or fewer hit dice for 2d6 rounds through unbroken concentration. *Mind control* lets the caster control the actions of the target as if it were his own body. The target may try to save vs. breath weapon to avoid the effect.

When an Aurak reaches 0 hit points, it does not die, but immolates itself with eerie green flames and enters a fighting frenzy (+ 2 to hit and damage). Anyone attacking it suffers 1d6 points of damage each round from the flames, unless a save vs. petrification is made. Six rounds later, or when the creature reaches - 20 hit points, it transforms into a whizzing ball of lightning, striking as a 13-HD monster and causing 2d6 points of damage to those struck. Three rounds later it explodes with a thunderous boom, stunning all within 10 feet for 1d4 rounds (2d4 if underwater) and causing 3d6 points of damage to all within 10 feet (no save allowed). Any items within range must save vs. crushing blow or be destroyed,

Draconians



BAAZ

FREQUENCY: Uncommon
APPEARING: 2d10
ARMOR CLASS: 4
MOVE: 6"/[15"]/18"
HIT DICE: 2
% IN LAIR: 5%
TREASURE TYPE: J, K, L, U
ATTACKS: 2 or 1
DAMAGE: 1d4/1d4 or by weapon
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 20%
INTELLIGENCE: Average
ALIGNMENT: Lawful Evil (Chaotic)
SIZE: M (5 1/2 ft.)
XP VALUE: 81 + 1/hp

Baaz are the smallest of their species and are the most plentiful of the draconians. They are the Dragon Highlords' common ground troops. At the bottom of the draconian social order, these draconians often tend to be chaotic in nature and self serving when they can get away with it.

Baaz are often encountered in disguise. They conceal their wings under robes and, wearing a large hood and mask, can pass through civilized lands as spies.

When a Baaz reaches 0 hit points, it turns into a stone statue. The person who struck the death blow must make a Dexterity Check at -3 or his weapon is stuck in the statue. The statue crumbles to dust within 1d4 rounds, freeing the weapon. Its armor and weapons remain.

BOZAK

FREQUENCY: Uncommon
APPEARING: 2d10
ARMOR CLASS: 2
MOVE: 6"/[15"]/18"
HIT DICE: 4
% IN LAIR: 15%
TREASURE TYPE: U
ATTACKS: 2 or 1
DAMAGE: 1d4/1d4 or by weapon
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Saves at +2
MAGIC RESISTANCE: 20%
INTELLIGENCE: High
ALIGNMENT: Lawful Evil
SIZE: M (6 ft. +)
XP VALUE: 175 + 4/hp

Bozaks are magic wielders and can cast spells as 4th-level magic-users. Very intelligent, they are cruel and cunning warriors, sparing a life only if it benefits them.

Their favored spells: *burning hands*, *enlarge*, *magic missile*, *shocking grasp*, *invisibility*, *levitate*, *stinking cloud*, and *web*.

When a Bozak reaches 0 hit points, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. Then the bones explode, causing 1d6 points of damage to all within 10 feet (no saving throw).

KAPAK

FREQUENCY: Uncommon
APPEARING: 2d10
ARMOR CLASS: 4
MOVE: 6"/[15"]/18"
HIT DICE: 3
% IN LAIR: 15%
TREASURE TYPE: K, L, M
ATTACKS: 1
DAMAGE: 1d4
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Acid Pool
MAGIC RESISTANCE: 20%
INTELLIGENCE: Average
ALIGNMENT: Lawful Evil
SIZE: M (6 ft.)
XP VALUE: 105 + 3/hp

Kapaks are distinguished by their venomous saliva, which *paralyzes* victims for 2d6 turns if they fail to save vs. poison. They often lick their weapons (takes one round) before attacking. This venom lasts three rounds.

Kapaks are larger than Baaz and often bully and abuse their smaller cousins. Because of the Kapak's venomous nature, the Dragon Highlords employ these draconians as assassins as well as warriors. Kapak are sly and conniving, seeking to lure prey into traps and tripping foes to gain an advantage.

When a Kapak reaches 0 hit points, its body instantly dissolves into a 10-foot-wide pool of acid. All within the acid pool take 1d8 points of damage each round they remain there. The acid evaporates in 1d6 rounds. All items possessed by the Kapak are useless.

Creatures of Krynn

Dragon, amphi

FREQUENCY: Rare
APPEARING: 1d4
ARMOR CLASS: 5
MOVE: 6"/18"/12"
HIT DICE: 7
% IN LAIR: 50%
TREASURE TYPE: F
ATTACKS: 3 or 1
DAMAGE/ATTACK: 2-5/2-5/3d6
SPECIAL ATTACKS: Tongue/Spit
SPECIAL DEFENSES: Acid Warts
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral Evil
SIZE: L (25 feet long)
X.P. VALUE: 825 + 8/hp

This creature is a unique crossbreed between a green dragon and a sea dragon. Though it bears some of the identifying features of the green dragon, it looks mostly like a giant toad with a tail and small, vestigial wings. The amphi dragon cannot fly, and moves awkwardly on land. However, on land it can leap a horizontal distance of 18" or a vertical distance of 6" once every other round. It cannot move the round immediately after it leaps. It is amphibious and can swim well and breathe water.

An amphi dragon possess all normal dragon abilities. It can detect hidden and *invisible* creatures within 6" and has infravision to a range of 6". It also radiates *dragon awe* while charging.

It has the ability to change the color of its skin to match the surroundings. If it remains still while camouflaged, it is undetectable 80% of the time.

An amphi dragon can attack with two fore claws and a bite. It may also thrust its tongue up to 4" to capture a foe. To accomplish this, the dragon must make a successful attack roll against AC 10, selecting an opponent in range and in front of the amphi dragon. The creature stuck to the tongue is pulled to the dragon's mouth at the end of the round. If the tongue suffers 12 or more points of damage that round, it releases its prey. Otherwise the victim is automatically bitten each following round. When the victim is reduced to 0 hit points, the dragon swallows it on the next round.

The amphi dragon can spit a stream of acid up to 6" three times per day. The acid causes damage equal to the dragon's hit points. A successful saving throw vs. breath weapon halves the damage received.

The skin of this creature is covered with ugly yellow warts containing acid. Each time a

character attacks the dragon in melee, the attacker must make a Dexterity Check. Failure means that the character suffers 1d6 points of damage from the acid. The DM can allow the character's Dexterity to be increased by +1 for every two feet of length of the attacker's melee weapon.

Dragon, Sea

FREQUENCY: Rare
APPEARING: 1d6
ARMOR CLASS: 0
MOVE: 3"/9"
HIT DICE: 13
% IN LAIR: 10%
TREASURE TYPE: C, H
ATTACKS: 3 or 1
DAMAGE/ATTACK: 2d6/2d6/4d8
SPECIAL ATTACKS: Breath
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Neutral Evil
SIZE: L (30 feet long)
X.P. VALUE: 4,900 + 18/hp

The sea dragon of Krynn resembles a giant sea turtle with a dragon's head and great, clawed flippers. It moves very awkwardly on land.

A sea dragon possesses all of the abilities of normal dragons. It can detect hidden and *invisible* creatures within 6". It possesses a sort of sonar that enables it to detect creatures and objects of man-size or larger up to 36" away in the water. It causes *dragon awe* like any other dragon.

A sea dragon attacks with either its two claws and a vicious bite, or it breathes a cloud of steam (6" x4" x4") three times per day, even while underwater. The steam causes damage equal to the hit points of the dragon. A saving throw vs. breath weapon reduces the damage to half.

A sea dragon can also use *ESP* at will. It has the aquatic special ability of *scaly command*. No fish or aquatic reptile will attack the dragon when this ability is used. Once per day the sea dragon can command all fish within 30" for 2d6 turns. Intelligent fish may save vs. spell to avoid the control, but if the saving throw is successful, they must remain at least 30" from the dragon.

Dwarf, gully (aghár)

FREQUENCY: Rare
APPEARING: 1d4 (4d10)
ARMOR CLASS: 7 (or by armor type)
MOVE: 12"
HIT DICE: 1-4
% IN LAIR: 45%
TREASURE TYPE: 25% J
ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon or 1d4/1d4 (fist/ bite)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Save at 2 levels higher
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic Neutral
SIZE: S (3-4 feet tall)
X.P. VALUE: 14 + 1/hp; 28 + 2/hp; 50 + 3/hp; 85 + 4/hp

Aghár are the lowest class in the dwarven caste system. Indeed, most Mountain Dwarves would claim that the Aghár are not part of any dwarven caste. These raggedly clothed dwarves vary in skin color from parchment to mottled to olive. Their hair is as unkempt as their clothing. Their health is generally bad and their bodies bear sores, scars, and callouses.

Though humans may think that they are comical, the Aghár are an amoral race whose motto is "Do anything, no matter how mean, to survive." Occasionally, a decent or moral Aghár is encountered, but these are very rare. Aghár believe that magic is a sham that deserves to be exposed.

Gully dwarves generally tend toward a weak Constitution and low Intelligence, but they have above-average Dexterity. Despite their almost total inability to put two thoughts together, the Aghár have excellent memories of all that they see and hear. This makes them a great source of raw, unprocessed information.

The average Aghár cannot count higher than two.

Creatures of Krynn

elf, Sea

FREQUENCY: Very Rare
APPEARING: 10d10
ARMOR CLASS: 5
MOVE: 9"/16" or 30"
HIT DICE: 2 + 2
% IN LAIR: 20%
TREASURE TYPE: G, S in lair
ATTACKS: 1
DAMAGE/ATTACK: 1d10
SPECIAL ATTACKS: + 1 trident /crossbow
SPECIAL DEFENSES: Spells/shapechange
MAGIC RESISTANCE: 90% to sleep, charm
INTELLIGENCE: High
ALIGNMENT: Chaotic Good
SIZE: M
X.P. VALUE: 50 + 3/hp

The sea elves of Krynn are divided into two races, the Dimernesti and the Dargonesti. Both races have webbed hands and feet, possess gills, and can breathe either air or water. Both races are also shapeshifters.

The Dimernesti (Shoal Elves) live in shallow waters near or among kelp beds, reefs, and shipwrecks. They have light blue skin and braided silver hair.

The Dimernesti once traded with land dwellers, but have been seen only rarely since the Cataclysm. They live in small family groups and hide by day. By night they may sneak ashore to raid nearby settlements for tools and other necessities. They are a cautious people, wary of strangers.

Dimernesti can change shape at will into the form of the sea otter, but cannot use spells.

The Dargonesti (Deep Elves) live in the depths of the oceans and seas, in mountain caves, sunken cities, or huge, seashell citadels. They are a tall, slender race with deep blue skin and hair the color of seaweed.

The Dargonesti once traded with the House Mariner of the Silvanesti elves for forged weapons and tools, but quarrels with the haughty Silvanesti severed the old ties. The Dargonesti have retreated from the affairs of the surface world, where madness seems to rule. Even their term for outsiders ("kreeaQUEK") conveys the degree of revulsion and distaste they feel for the surface dwellers and their scheming, betrayals, and wars.

All Dargonesti can change shape into the form of their companion of the sea, the dolphin. The leaders of the Dargonesti may learn two 1st-level and one 2d-level magic-user spell.

fetch

FREQUENCY: Very Rare
APPEARING: 1d6
ARMOR CLASS: 4
MOVE: 6"
HIT DICE: 9
% IN LAIR: 100%
TREASURE TYPE: Nil
ATTACKS: 2
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: Drain 2 levels/ hit
SPECIAL DEFENSES: Invisible except to victim
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Chaotic Evil
SIZE: M
X. P. VALUE: 650 + 10/hp

Fetch are harbingers of death. Existing on the fringes of the Abyssal Plane, these creatures may only reach into our world through reflective surfaces (mirrors, calm pools, etc.).

They appear as pale imitations of the person gazing into the surface. The fetch seems to be standing behind the victim.

Fetch attack twice per melee round, using an exact replica of the weapon of the victim. Fetch are always *invisible* to everyone but the victim, and even that unfortunate individual can only see the fetch by looking into the reflective surface. The victim is -2 to hit, and suffers a +2 penalty to AC when attacking the fetch. Others are -4 to hit the fetch since they cannot see it. The fetch remains *invisible* even to *detect invisibility*, although *true seeing* will penetrate the creature's invisibility.

Fetch drain two life levels of energy per hit. A creature drained to 0 levels by the attacks of a fetch is pulled to the Abyssal Plane, where it is condemned to serve as a fetch at the whims of the Queen of Darkness.

fireshadow

FREQUENCY: Extremely Rare
APPEARING: 1
ARMOR CLASS: 0
MOVE: 6"
HIT DICE: 13 + 3
% IN LAIR: 80%
TREASURE TYPE: Nil
ATTACKS: 3 or 1
DAMAGE/ATTACK: 1d6/1d6/3d6 or 2d20
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Hit only by magical weapons
MAGIC RESISTANCE: 50%
INTELLIGENCE: Genius/Variable
ALIGNMENT: Chaotic Evil
SIZE: L (30 feet)
X. P. VALUE: 8,250 + 18/hp

The fireshadow is a creature from the Abyss that can be summoned by an evil cleric of 8th level or higher with the aid and approval of the cleric's deity.

It is made of cold, green flame. It can assume whatever shape the summoner specifies, but it must appear at its full height of 30 feet.

The fireshadow's green fire works in way much like green slime: It converts flesh to flame on contact at a rate of 1d8 points per round. The spread of this dark flame on flesh can be stopped by a cure spell, which works normally, or by holy water, which cures 1d6 + 1 points per round. Unless all of the dark flame is eliminated, however, it continues to grow and spread at the rate given above.

If a being is completely converted to dark flame, the fireshadow can control it as a smaller fireshadow with the same HD as the creature had before death, or the fireshadow can absorb it. Absorbed creatures restore 1d20 hit points to the fireshadow.

The fireshadow has a special attack form called the *ray of oblivion*. Once per turn the fireshadow can use this ray to inflict 16 points of damage upon all creatures in its area of effect. A saving throw vs. breath weapon reduces this damage to 8 points. The ray is 1/2" wide and 13" long. Any creatures slain by the ray are disintegrated instantly.

The fireshadow cannot be turned by a cleric, but a *mace of disruption* affects it as a vampire. The *Hammer of Kharas* can destroy it on a successful hit.

It is immune to fire-based and mental attacks. The fireshadow inflicts 1d6 points of damage to all non-fire resistant creatures within 10 feet.

The fireshadow's greatest nemesis is the light of day, which will destroy it in 1d4 rounds (direct sunlight) or 3d4 rounds (overcast or shade).

Creatures of Krynn



Ice Bears

FREQUENCY: Uncommon
APPEARING: 1d4
ARMOR CLASS: 6
MOVE: 12"
HIT DICE: 6 + 2
% IN LAIR: Nil
TREASURE TYPE: Nil
ATTACKS: 3 (claw/claw/bite)
DAMAGE/ATTACK: 1d8/1d8/2d8
SPECIAL ATTACKS: Hugs for 2d6
SPECIAL DEFENSES: Immune to cold
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-intelligent
ALIGNMENT: Neutral
SIZE: L (12 feet)
X.P. VALUE: 225 + 8/hp

These great white bears resemble a cross between polar bears and cave bears. They are carnivores, eating mainly fish, but any other prey that stumbles into a hungry ice bear's path is likely to be consumed as well. Ice bears resemble cave bears in size and ferocity.

Ice bears have an uncanny ability to track prey over snow and ice. If no new snow has fallen, an ice bear has a 100% chance of following a trail that is one day old or less. For each day since the trail was made, subtract 10% from this chance. Subtract an additional 10% for each inch of snow that has fallen on the trail. Roll once per day—if the roll is successful, the ice bear can follow the trail for the entire day; if not, the trail is lost forever.

Ice bears are the most intelligent of all bears, and have been known to work out cooperative relationships with members of other

races. The most common creatures to associate with the ice bears are the thanoi, or walrus-men. The ice bears track prey for the walrus-men, who then slay the quarry and share the meat with the bears.

The memories of ice bears are very long, and they remember those who have hurt them, as well as those who have helped them. Characters who feed ice bears, or release them from a trap may find themselves befriended by those bears.



Minotaurs, Bloodsea

FREQUENCY: Rare
APPEARING: 1d8
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 8 + 4
% IN LAIR: 10% (80% on home isles)
TREASURE TYPE: C
ATTACKS: 2
DAMAGE/ATTACK: 2d4/1d4 or weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Surprised on a 1
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Lawful Evil
SIZE: L
X.P. VALUE: 600 + 12/hp

The minotaurs of Krynn are a highly organized warrior race. They are concentrated on the islands of Mithas and Kothas on the eastern borders of the Bloodsea of Istar. The minotaurs believe themselves to be superior to the other races of Krynn. They feel their destiny is to conquer and enslave the world.

The minotaurs of Krynn, while similar to those in the *Monster Manual*, will ally with forces of good if convinced that this best serves their purposes.

The Bloodsea minotaurs are a seafaring race with many skilled sailors and navigators among them. Although they are capable of building fine ships, they prefer to gain their vessels by plunder. Piracy is a common practice among them.

Prickleback

FREQUENCY: Uncommon
APPEARING: 2d6
ARMOR CLASS: 7
MOVE: / / 12"
HIT DICE: 4 + 4
% IN LAIR: 10%
TREASURE TYPE: Q (x3)
ATTACKS: 1 or 4
DAMAGE/ATTACK: 1d2 or 1d6 (x4)
SPECIAL ATTACKS: Shoots spines
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (12 feet long)
X.P. VALUE: 85 + 41 hp

The prickleback is an aquatic version of the manticore. It appears to be a fishy pincushion, and can shoot up to four spines per round to a distance of 90 feet. A prickleback has a total of 32 spines. Once it has fired a spine, a new one grows in 1d6 weeks.

The spines of the prickleback contain a weak poison, allowing creature struck by the spines to save at + 4. If the victim fails the save, he suffers an additional 2 points of damage from the attack and is overcome with weakness and trembling. The victim suffers - 2 penalties to attacks and damage, and a + 2 penalty to Armor Class, for 2d6 hours.

A prickleback also has a weak bite, inflicting only 1d2 points of damage. Creatures engaged in melee combat with the prickleback must make a Dexterity Check (with a +2 bonus applied to the Dexterity score) each round of combat. Failure means that the attacker is impaled upon one of the spikes, with the same effect as if the spine had been fired.

CREATURES OF KRYNN

SCHOOL OF SALMON

FREQUENCY: Common
APPEARING: 3d10 (x10)
ARMOR CLASS: 9
MOVE: 11' 15"
HIT DICE: 4 hp each
% IN LAIR: Nil
TREASURE TYPE: Nil
ATTACKS: 10 per target
DAMAGE/ATTACK: 1 (x10)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Obscure
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
X.P. VALUE: 18 + 1/hp

A school of salmon is treated as a single entity although it can include hundreds of individual fish. It moves and attacks as a single body. A school of salmon covers a circular area five feet wide for every 10 fish in the school. The school is 1/5 as deep as its horizontal area.

The school is harmless unless there is blood in the water. Blood brings on a feeding frenzy, causing the salmon to thrash madly about and attack anything in their midst that is not part of the school. Anything caught in the midst of a frenzied school is treated as if it were affected by an *obscure* spell. The victims automatically suffer 10 points of damage from the school every round, although the damage is reduced to 8 points if the victim is wearing metal armor. The school disperses when it has lost 1/3 of its original hit points.

Shadowpeople

FREQUENCY: Rare
APPEARING: 2d20
ARMOR CLASS: 2
MOVE: 12"/18"
HIT DICE: 3 + 1
% IN LAIR: 100%
TREASURE TYPE: F
ATTACKS: 1
DAMAGE/ATTACK: 1d8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral (good)
SIZE: M
X.P. VALUE: 85 + 41 hp

The shadowpeople resemble slim, gangly apes. They are one of the oldest peoples on Krynn, but are little known to the rest of the

world. The shadowpeople live underground in small, self-contained communities. They are most commonly found in catacombs beneath large cities, or in the dungeons and underground reaches of vast, abandoned cities in the more desolate regions of the world.

In populated areas near shadowpeople communities, the existence of the race is the subject of rumors, and they are occasionally seen at night by children and people who are very old.

Shadowpeople suffer greatly from the light of the sun. Shadowpeople exposed to the light of the day become temporarily *blinded* by sunlight after 2d6 turns of exposure. Even the light of day in shade or beneath an overcast inflicts this *blindness* in 4d6 turns. The *blindness* lasts for a number of hours equal to the number of turns spent outside. Even before the blindness takes effect, shadowpeople suffer a -2 penalty to all attack rolls during daylight.

The shadowpeople have large, hairy heads and their bodies are covered with brown fur. A long, thin membrane connects the arms and legs of a shadowperson. By stretching out its limbs, a shadowperson can glide through the air over a horizontal distance 10 times the altitude lost in the glide.

Shadowpeople have a close and clannish culture. The young are tended by whatever adults happen to be nearby. The adults are divided into two classes: warriors and councilors. The warriors patrol the boundaries of the shadowpeople's territory and, when necessary, defend the realm against intrusion. The councilors meet regularly to educate the young and make important decisions about the survival and future of the race.

Shadowpeople can communicate through a set of squeaks and growls that form a primitive language. They are much more likely, however, to use their advanced *ESP* abilities to send and receive messages. This *ESP* accounts for the shadowpeople's low Armor Class: in combat they are able to anticipate the actions of an enemy and take measures against it. They cannot be surprised by any sentient creature within 60 feet.

In combat, shadowwarriors employ a wickedly curved hook to both attack and restrain opponents. Once an enemy has been struck by this hook, it must make a saving throw vs. paralyzation or become trapped by the hook. Trapped beings incur a -2 penalty on all attacks, cannot cast spells, and suffer 1d8 points of damage each round until the fight is over.

A captive can escape from the hook if a successful Dexterity Check (with a -4 penalty) is rolled.

Skyfisher

FREQUENCY: Rare
APPEARING: 2d4
ARMOR CLASS: 3
MOVE: 3"/24"
HIT DICE: 4
% IN LAIR: 15%
TREASURE TYPE: L, M, N, and Q
ATTACKS: 1 or 2
DAMAGE/ATTACK: 1d8 + 2 or 1d6/1d6
SPECIAL ATTACKS: Dive/Drop
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Neutral
SIZE: M
X.P. VALUE: 85 + 4/hp

The skyfisher is an aerial predator. It looks like a cross between a giant bat and a vulture. It has long, dangling feet and a sharp beak. It can attack with either the beak or the talons, but not both during the same round. The skyfisher can dive for its first attack, gaining +2 to hit and doubling the damage inflicted.

A skyfisher attempts to capture prey, carry it into the air, and drop it onto rocky ground or the sharp branches of a tree. Each time the skyfisher hits with its claws, the victim must make a Dexterity Check to avoid the beast's grip. If a character fails this check, he is carried aloft for 1d4 rounds and then dropped. Damage from the fall is 1d6 for each round aloft and an additional 4d6 from impalement or smashing against rocky ground.

A skyfisher will drop its prey if it takes 10 points of damage. Although a very powerful flyer, the skyfisher cannot lift anything weighing more than 200 pounds.

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Slig (ghaggler)

FREQUENCY: Uncommon
APPEARING: 6d6
ARMOR CLASS: 3
MOVE: 9"(/ 15")
HIT DICE: 3 + 3
% IN LAIR: 25%
TREASURE TYPE: L, M, or B in lair
ATTACKS: 1
DAMAGE/ATTACK: 1d6 + 2
SPECIAL ATTACKS: Spittle (1d6)
SPECIAL DEFENSES: Immune to normal fire
MAGIC RESISTANCE: 10%
INTELLIGENCE: Average
ALIGNMENT: Lawful Evil
SIZE: M
X.P. VALUE: 110 + 4/hp

Sligs are distant, larger cousins of goblins and hobgoblins. They have been known to ally with these races, but always take the lion's share of any reward. Sligs are six-foot-tall fanged humanoids with tough, horny, hairless skin and large ears. They are very strong. Crafty and sadistic, they are known to be flesh eaters.

Slig hides are impervious to all normal fires. Sligs suffer damage from magical fires with a -1 per die of damage.

Sligs fight with heavy war clubs and large, bladed polearms such as bardiches and voulges. Their strength adds +2 to the damage that they cause. Sligs may also bite with their fangs for 1d4 points of damage.

In addition to these attacks, all sligs have the ability to squirt their caustic spittle up to 10 feet three times per day. An attack against AC 10 is rolled to determine if the spittle struck the opponent's eyes. If it hits, it causes 1d6 points of damage and the victim must make a saving throw against poison or be blinded for 1d6 + 1 rounds.

Every party of sligs is led by a slig warrior with 6 HD. The leader gains a +3 to damage. A slig tribe is led by four warriors and a champion with 9 HD. The champion is able to attack twice per round, and gains a +4 bonus to all damage rolls.

Sligs tend to lair in grottoes, canyons, and barren lands. In their lair they may have 1d6 giant boars (60% chance) or 1d4 ogre allies (40% chance).

Ghagglers are a marine species of slig. They live in deep, open water and specialize in waylaying and sinking ships. They have the same statistics as sligs, with the exception of movement, and can remain out of the water for only 1d3 turns.



Spectral Minions

FREQUENCY: Very Rare
MOVE: 2d20
ARMOR CLASS: 2
HIT DICE: Varies
% IN LAIR: 100%
TREASURE TYPE: Nil
ATTACKS: 0, 1, or 2
DAMAGE/ATTACK: Varies
SPECIAL ATTACKS: See descriptions
SPECIAL DEFENSES: +1 needed to hit
MAGIC RESISTANCE: 20%
INTELLIGENCE: Average
ALIGNMENT: Varies
SIZE: M
X.P. VALUE: Philosopher: 525 + 8/hp
 Reveler: 525 + 8/hp
 Searcher: 525 + 8/hp
 Guardian: 900 + 14/hp
 Warrior: 900 + 14/hp
 Berserker: 900 + 14/hp

Spectral minions are the spirits of humans or demi-humans who died before they could fulfill powerful vows or quests. Like ghosts, spectral minions do not fully exist on the Prime Material Plane. Even in death, they are bound to the vows or quests placed upon them, or undertaken by them, when they were alive. Every day, they must relive the events leading to their deaths, trying to fulfill their quests.

Outdoors, spectral minions must remain within 1,000 yards of their place of death. Indoors, they must stay within the corridor or room where they died. On very rare occasions, where the objective was to perform an act over an area, they are allowed to roam within the area.

The speed of spectral minions gives them a +1 bonus on all initiative rolls.

Spectral minions can only do damage if they died holding weapons. Such weapons become part of the spectral minions. Unless otherwise noted, 50% of spectral minions have weapons. Those who have weapons have long-swords unless otherwise noted.

Spectral minions look like the characters that they were before death, but they are nearly transparent. They disappear forever if their vows or quests are fulfilled, or if a remove curse is cast upon them.

Spectral minions retain the Hit Dice, attack, and damage ratings of the characters that they were before death.

Six types of spectral minions inhabit places of mystery and power across the surface of Krynn, with 1d6 of the types present in a given location. The different types cannot be distinguished by appearance alone. The spectral minion types include revelers, guardians, warriors, berserkers, philosophers, and searchers.

Revelers are minions who celebrate madly for eternity. When encountered, they are engaged in one of the following activities:

- Dancing in a frenzy
- Drinking spectral ale and wine
- Men and women chasing each other
- Playing musical instruments
- Dining gluttonously

Revelers have the special ability of *temptation*. Any character seen by the revelers is surrounded by them and beckoned, laughingly, to join in the fun. The character must make a successful saving throw vs. spell or become hypnotized by the minions.

If the save fails, the character slumps to the floor in a deep sleep. The spirit essence of the character steps from the body and begins revelling with the spectral minions. The character continues the revelry until all the revelers (except the character) are slain, or after 1d6

Creatures of Krynn

turns. For every turn a character spends in revelry, one level of experience is temporarily lost. Lost experience is regained at the rate of one level per four hours after the character awakens.

Guardians are spectral minions who served as guards for some important place, and who died at their posts. All guardians are armed. They are freed from their confinement if they successfully defend their post against intruders for 100 years. Occasionally, guardian spectral minions respond to a password, allowing characters knowing it to pass.

Warrior spectral minions, like guardians, are always armed. These are the spirits of soldiers who died in bloody battles. A battlefield haunted by warriors will include fighters from both sides of the battle. They fight each other constantly, but can inflict no damage to each other. Only the intervention of a group of living creatures can possibly turn the tide.

Philosophers are spirits engaged in study and contemplation. They are extremely knowledgeable, and talk at some length about subjects of interest, if given a chance. If philosophers of different alignment are encountered together, they are debating each other heatedly and do not tolerate interruption.

Philosophers are most usually encountered in ancient libraries or museums. They only attack if their honesty is questioned.

Searchers are spectral minions who stalk endlessly through their territory, searching for an object. These characters were questing when they died, and usually the object of the quest is not to be found within the searcher's allowed range. Only if someone brings the object of the search to the spectral minion can the creature's spirit be freed.

Berserkers are spectral minions who have rebelled against their curse. They have lost all hope of being freed from their charge. They fanatically attack any intruders who stumble into their territory. All berserker spectral minions are armed and gain a +1 bonus to all attacks and damage.

Spider, Whisper

FREQUENCY: Rare
APPEARING: 1d8
ARMOR CLASS: 4
MOVE: 9"**12"
HIT DICE: 8 + 8
% IN LAIR: 70%
TREASURE TYPE: C
ATTACKS: 1
DAMAGE/ATTACK: 2d6 + poison
SPECIAL ATTACKS: Webs
SPECIAL DEFENSES: Jump
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic Evil
SIZE: L (15 feet long)
X.P. VALUE: 1,200 + 12/hp

The whisper spider is a rare breed. A combination of a hunter and a trapper, it weighs no more than a man despite its size. It moves so quietly that it surprises on a 1-5 on 1d6.

A whisper spider can flatten itself against the ground and become 80% undetectable. It can jump 6" in any direction.

Whisper spiders use lures and misdirection to capture prey, spinning its silk into a wide array of shapes. It might create a false spider, a flapping banner, a filmy barrier to hide behind, or other shapes.

A whisper spider's poison is strong (save with a -2 penalty), but not fatal. Affected victims fall into a stupor for 2d4 turns. The spider can shoot web strands up to 2" away to bind foes. The spider cannot make a melee attack the same round, but web attacks treat the target as AC 10. Victims are affected as if caught in a *web* spell.

Prospective prey touching the web of a whisper spider must make a saving throw vs. wand, or become trapped in the web. Treat as if they have been caught in a *web* spell.

Thanoi (Walrus-men)

FREQUENCY: Uncommon
APPEARING: 1d20
ARMOR CLASS: 4
MOVE: 9"/15"
HIT DICE: 4
% IN LAIR: 25%
TREASURE TYPE: Individuals M, in lair C
ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon or tusks
1d8/1d8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Immune to cold
MAGIC RESISTANCE: Standard
INTELLIGENCE: Below average
ALIGNMENT: Lawful Evil
SIZE: L (8 feet)
X.P. VALUE: 60 + 4/hp

Thanoi are a bizarre blend of the human and walrus races. These creatures have huge, padded feet, stocky arms with fingers capable of holding a weapon or casting a spear, and faces much like walruses. A pair of huge tusks grow from the mouths of adult thanoi, jutting downward and curving out. The beasts may use these to attack, inflicting 1d8 points of damage each, or may choose to use a weapon, gaining a +2 bonus to damage because of their great Strength.

A group of thanoi always has a leader of 5 Hit Dice. The leader is usually the meanest and most aggressive thanoi in the band. The walrus men are a vicious race and enjoy the torment of other creatures; often, thanoi kill for the joy of it.

Thanoi live only in regions of extreme cold, and are primarily concentrated in the great Icewall Glacier area. Their main food source is fish, which they can store for many months in the ice. They also eat carrion, bear meat, or any other source of protein that fate sends to them.

Thanoi are protected by a tough, leathery hide, and a thick layer of fat. They can swim in ice-filled waters with no discomfort. In fact, thanoi are immune to all forms of cold, both natural and magical. This immunity has its disadvantages: thanoi lose 1 Hit Die per week of exposure to a warm (above freezing) climate. Thanoi also take an extra hit point of fire damage per die of damage caused by a heat-based attack.

Although large and clumsy looking, thanoi can maneuver their bulk surprisingly well. Their clawed feet enable them to maintain a good pace over ice and snow.

Thanoi often tame and train ice bears as tracking animals. They sometimes use the bears to pull massive sleds over the snow.

Treasures and artifacts of Krynn

Brooch of Imog

This beautiful piece of jewelry is made of gold leaf and shaped like a circlet of mistletoe. When worn by a magic-user who knows the brooch's command word, it can be called upon once per day to create a *minor globe of invulnerability*. The globe lasts for 10 rounds.

Flute of Wind Dancing

This item can only be used by a character who knows how to play a flute or other type of wind instrument. While playing this flute, the user summons and controls small breezes.

After two rounds of playing, the user can create a *zephyr* and after three rounds, a *gust of wind*. If an entire turn is spent playing the flute, a *dust devil* can be created in a 30-foot-diameter area, blowing up dust and leaves and acting as an *obscure* spell. The dust devil will dissipate gas and mist in the area of effect.

The winds created start at the player and move outward (at 1" per round) up to 6" away. They die down the round after the playing stops.

Frostreaver

A *frostreaver* is a *heavy battle axe +4* made out of ice. This ice can only be gathered from a secret location on Icewall Glacier where tremendous pressure, exerted for centuries, has created ice of extraordinary density.

The knowledge needed to make a *frostreaver* is held only by the Revered Clerics of the Ice Folk—the barbarian tribes competing with the thanoi for the barren plains of Icewall Glacier. The blades are formed by using the oil of the thanoi and other ingredients to hone and flatten a sheet of the compressed ice. The cleric must work an entire month to craft a *frostreaver*; even so, the chance for a working axe is only 33%.

The weakness of the blade is its nature, since temperatures above freezing cause the ice to melt and the axe to become worthless. One day of temperatures above freezing causes the *frostreaver* to become useless as a weapon. In a warm environment, the decay requires only 1d6 hours.

Because of the weight and size of a *frostreaver*, the axe can only be wielded by a character with a Strength of 13 or greater.

Glasses of Arcanist

These magical lenses are set in platinum frames. The frames are so narrow that the glasses will only fit on a kender or an elf.

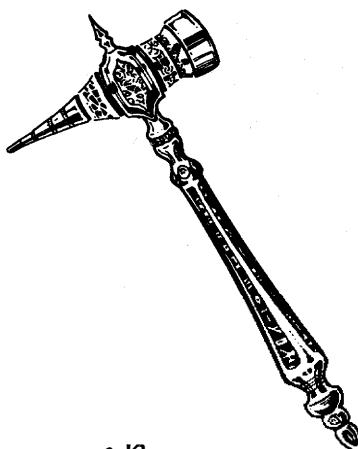
The *Glasses of Arcanist* were designed by the mage of the same name several centuries

before the Cataclysm. The glasses enable their wearer to read all writings, rendering a perfect translation of any topic in any language. Magical scrolls and spell-books can also be read using these glasses.

The glasses do not enable a non-spell caster to cast spells, however. They do enable a low-level caster to cast higher level spells with no chance of failure.

Golden Circlet

This is a thin gold band that possesses two magical abilities when worn by a cleric of good alignment. Once per turn, it may be used to *command* up to 8 Hit Dice of creatures. Also once per turn, as long as the user concentrates, one creature of up to 4 Hit Dice may be controlled to act upon the user's behalf. The creature is not *charmed*, however, and will not hurt itself.



Hammer of Kharas

The *Hammer of Kharas* is a mighty artifact and is the only hammer that can forge a true Dragonlance.

The hammer appears to be a *war hammer +2*, of twice normal size. It inflicts 2d4 + 2 damage on a normal hit. It cannot be lifted by a character with a Strength of less than 12, and anyone with a Strength of less than 18/50 suffers a -2 penalty to hit with it.

The hammer acts as a *mace of disruption* against undead and creatures from the Abyss. It turns undead as a 12th-level cleric.

The artifact is intelligent (Int 11, Ego 11), and can control any who touch it if his Intelligence and Wisdom scores do not total 22 or more. The hammer's motivations are to preserve the security of the dwarven race and to further the cause of good.

The *Hammer of Kharas* has the following special abilities, at the 20th level of magic use.

Detects evil as a paladin

Gives wielder immunity to fear, both normal and magical

Cannot be affected by 1st- to 4th level-magic

Casts *prayer* once per day

Provides *protection from normal missiles* once per day

Acts as a *potion of fire giant strength* once per day

Cure serious wounds once per day

Inspires *magical awe* in all dwarves and dromo (see *Legends and Lore*, page 7)

The hammer chooses when to activate any of its abilities.

Mantooth

This potent sword looks to be an ordinary *longsword +1*. It is also known by the names Spellcleaver, Darkstar, and Magefool. Its abilities are primarily directed at countering magic.

Mantooth gains a +2 bonus to hit and damage against magic-users and enchanted creatures. The sword can possibly sever a magical barrier—it has a 1% chance per point of damage inflicted. Finally, it can be used to *turn* a spell cast against the wielder. To activate the latter ability, which causes the spell to rebound against the caster, the wielder of the sword must roll to hit AC 0, with no bonuses applied to the roll.

Nightbringer

Nightbringer is a *footman's mace +3*. It is also a powerful tool of evil. When the mace strikes a victim and the command word ("Midnight") is uttered, the victim must make a saving throw vs. spell, or become blind for 2d6 turns. The mace inflicts its normal damage at the same time.

If a character of good alignment tries to pick up *Nightbringer* by the weapon's haft, that character must save vs. spell with a -2 penalty. Failure means that the character is blinded permanently, or until a *cure blindness* spell is cast.

Orbs of Dragonkind

Three of these powerful artifacts are known to exist upon Krynn. Each contains the essence of an evil dragon, and is a magical item of vast and dangerous power.

The *Orbs of Dragonkind* are fragile, etched crystal globes that are 20 inches in diameter when in use. When not in use, the orbs shrink to 10 inches in diameter. They expand when

TREASURES AND ARTIFACTS OF KRYNN

the command words, carved in the surfaces of the orbs, are spoken.

The orbs were employed long before the Cataclysm for the purpose of destroying evil dragons—at least, this is the legend. This legend is common knowledge throughout the civilized lands of Krynn.

What is not known, unless characters have learned by experience, is that the orbs' actual purpose is to *summon* evil dragons. Powerful mages of old would *summon* the dragons with the orbs, and then destroy them with high magic.

A character trying to use an orb must gaze into it and speak the command word;. This character must then make a saving throw vs. spell, or he is *charmed* by the dragon within the orb. The DM should secretly roll this saving throw, not informing the players of that fact that it was made.

If the character saves against the *charm*, any evil dragons within $1d4 \times 10$ miles hasten to the orb. These dragons automatically attack any non-evil creatures that they find near the orb. If the current gaming situation does not specify the location of nearby dragons, roll $1d6$. On a 1 or 2, a dragon of randomly determined age, size, and color shows up.

If the character fails the saving throw, no dragons are *summoned*, but the character is *charmed* by the evil dragon within the orb. Inform the player, when you can speak to him alone without being obvious, that his character has been charmed. He must act normally unless told otherwise.

The controlling dragon will steer the *charmed* character so as to further the cause of evil. This is done as subtly as possible, so that the controlled character's companions should suspect nothing until a critical point is reached.

For example, if the PCs are engaged in a desperate battle with an evenly matched group of evil characters, the *charmed* character might suddenly throw in his lot with the evil group to swing the balance in their favor.

Each orb has the secondary abilities of *cure serious wounds* three times per day, cast *continual light* at will, and *detect magic* at will. Any character who gazes into an orb and speaks the command word will know all of these functions. Whenever an orb is used for any of these things, the character must make the saving throw to avoid being *charmed*. If the save is successful, a check must be made to see if any evil dragons arrive.

Detect magic and *detect evil* spells give positive results if cast upon the orb or a character *charmed* by the orb. For purposes of *dispelling*, treat the *charm* effect as if it were cast by an 11th-level magic-user.

SILVER ARM OF ERGOTH

The *Silver Arm of Ergoth* was formed by good dragons, men, elves, and dwarves during the period of the First Dragonwar. It was used to create the original Dragonlances, and was used again during the recent war against the Dragon Empire.

The arm must be attached to a human of at least 17 Strength who does not have a right arm. The human must be of good alignment. When a proper wearer places the silver arm to his right shoulder, the arm grafts itself to the character, and becomes as a normal arm for all common tasks.

When grasping the *Hammer of Kharas*, however, the silver arm has the power to forge Dragonlances from dragonmetal. Only with the hammer, the arm, and with pure dragonmetal can perfect lances be crafted.

The silver arm acts as a *ring of regeneration* for the character wearing it.

STAFF OF THE MAGIUS

The *staff of the magius* can only be used effectively by magic-users. The first paragraph of abilities is automatically known to the wielder, while those of the second paragraph may be discovered when casting certain spells.

The *staff of the magius* functions as a *ring of protection +3*. It can strike as a +2 magic weapon and cause $1d8$ points of damage. Once per day the user can command the staff to perform a *feather fall* and a *continual light* spell.

In the hands of a mage of 6th level or higher, the staff can enhance spells cast by the mage. It doubles the duration of spells that influence light, air, and minds. It maintains spells that require concentration for one round after concentration ends. It also adds +2 points of damage to every die of damage done by a spell cast by the holder of the staff.

STAFF OF STRIKING/CURING

This staff combines the functions of a *staff of striking* and a *staff of curing*, with the following limitations. It recharges itself at a rate of five charges per day if in sunlight for at least five hours, to a maximum of 50 charges.

As a *staff of striking*, it strikes as a +3 weapon. It inflicts 4-9 points with each blow without draining a charge. It inflicts double this damage if two charges are used, but cannot then be used for curing until an hour has passed for each such blow struck.

As a *staff of curing*, the staff expends two charges for each cure. It can only perform this function six times in a single 24 hour period,

and no more than once per day on a given individual.

WEBNET

This item is only useful to a magic-user, though any character can wear it as an attractive hair ornament.

When worn by a mage who knows the command word, the *webnet* can be cast to the ground before a foe, or directly at a foe. It instantly grows to a 10-foot diameter size and acts as a *net of entrapment*.

Alternately, the net may be spun in a glittering circle, affecting up to 12 Hit Dice of creatures as if a *hypnotize* spell had been cast upon them, although the targeted creatures have the opportunity to save vs. spell.

WYRMSBANE

Wyrmbsbane is a *two-handed sword +2* for most normal situations. When used against dragons and draconians, however, it inflicts double damage. Against black dragons and sea dragons it inflicts triple its usual damage. The sword does not become stuck in the statue when a Baaz draconian dies and petrifies.

Wyrmbsbane can also *locate objects* three times per day. If the user desires to find something that he knows well, and the object is within 18") the DM should steer him in the right direction.

WYRMSLAYER

This mighty blade was the weapon of the ancient elven hero, Kith-Kanan. It looks very much like *Wyrmbsbane*, except that it is a little larger. It normally functions as a *two handed sword +3*.

Wyrmslayer is immune to the imprisoning effect of a dying Baaz draconian. The sword does double the usual damage against any dragon or draconian.

In addition, a character holding *Wyrmslayer* by the hilt gains a +3 on all saves against dragon breath attacks or any spells cast by dragons or draconians.

Wyrmslayer does have a disconcerting tendency to buzz aggressively whenever the weapon is brought within 3" of a true dragon (not a draconian). This buzzing is loud enough to be heard clearly, and will always awaken a sleeping dragon.

Dragons of Triumph

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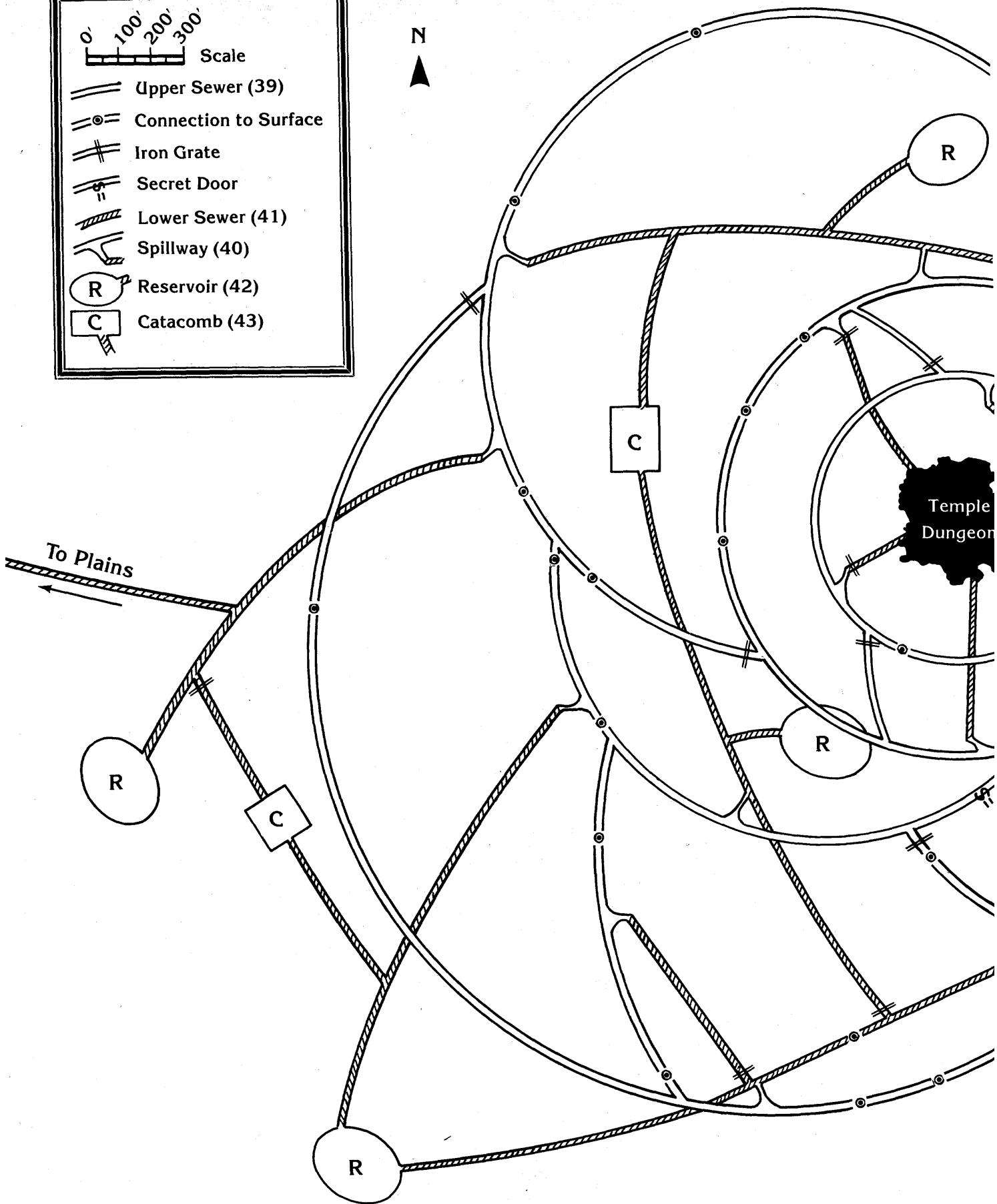
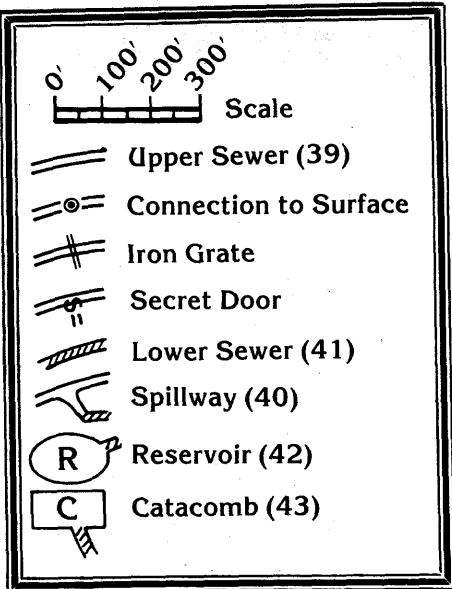
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Undercity of Neraka



Army Roster Sheet

PLAYER NAME

ARMY

Whitestone

BRIGADE

Phalanx I

UNIT NAME			UNIT TYPE			UNIT NAME			UNIT TYPE												
Silvanesti Guards			Elite			Silvanesti Legion			Elite												
AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #1	AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #2	HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS ^{4th} / _{4th} ELF Ftr./MU	HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS ^{4th} / _{4th} ELF Ftr./MU										
MV 12	SIZE M	MR% 0	PPD 13	P/P 13	RSW 11	BW 15	SP 12	MV 12	SIZE M	MR% 0	PPD 13	P/P 13	RSW 11	BW 15	SP 12						
AR 17	AR Modifiers -1 with bows (Dex)			AR 17	AR Modifiers -1 with bows (Dex)			ML 15	ML Modifiers			ML 15	ML Modifiers								
DL 15	Wpn/Dmg Longswords 1d8/1d12			DL 15	Wpn/Dmg Longswords 1d8/1d12			SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS									
Longbows : 1d6/1d6 Range : 7/14/21 Spells : Magic Missile (x3) Invisibility				Longbows : 1d6/1d6 Range : 7/14/21 Spells : Magic Missile (x3) Invisibility																	
UNIT NAME			UNIT TYPE			UNIT NAME			UNIT TYPE												
Ergoth Archers I			Regular			Ergoth Archers II			Regular												
AC 6	#FIG 5	UNIT COMMANDER/DEPUTY #3	AC 6	#FIG 5	UNIT COMMANDER/DEPUTY #4	HD/fig 30	RATIO 10:1	LEVEL/RACE/CLASS ^{3^d} /Human/Ftr.	HD/fig 30	RATIO 10:1	LEVEL/RACE/CLASS ^{3^d} /Human/Ftr.										
MV 12	SIZE M	MR% 0	PPD 13	P/P 14	RSW 15	BW 16	SP 16	MV 12	SIZE M	MR% 0	PPD 13	P/P 14	RSW 15	BW 16	SP 16						
AR 18	AR Modifiers			AR 18	AR Modifiers			ML 10	ML Modifiers			ML 10	ML Modifiers								
DL 10	Wpn/Dmg Long bows 1d6/1d6 Range : 7/14/21			DL 10	Wpn/Dmg Long bows 1d6/1d6 Range : 7/14/21			SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS									

Army Roster Sheet

PLAYER NAME

ARMY

White stone

BRIGADE

Phalanx 1

UNIT NAME 1 st Palantian			UNIT TYPE Regular			UNIT NAME 2 ^d Palanthian			UNIT TYPE Regular						
AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #5	AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #6	HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1 st /Human/Ftr.	HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1 st /Human/Ftr.				
MV 9	SIZE M	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 9	SIZE M	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17
AR 20	AR Modifiers					AR 20	AR Modifiers								
ML 11	ML Modifiers					ML 11	ML Modifiers								
DL 12	Wpn/Dmg Longswords	1d8/1d12				DL 12	Wpn/Dmg Longswords	1d8/1d12							
SPECIAL ABILITIES AND LIMITATIONS						SPECIAL ABILITIES AND LIMITATIONS									
UNIT NAME Palanthian Militia			UNIT TYPE Regular			UNIT NAME Knights of the Crown			UNIT TYPE Elite Hvy. Cavalry						
AC 8	#FIG 11	UNIT COMMANDER/DEPUTY #7	AC 2	#FIG 4	UNIT COMMANDER/DEPUTY #8	HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 0 th /Human/Ftr.	HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS 8 th /Human/Ftr.				
MV 12	SIZE M	MR% 0	PPD 16	P/P 17	RSW 18	BW 20	SP 19	MV 12/18	SIZE Cav.	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13
AR 21	AR Modifiers					AR 19	AR Modifiers -2 with swords (+2 swords)								
ML 10	ML Modifiers					ML 15	ML Modifiers								
DL 9	Wpn/Dmg Spears	1d6/1d8				DL 15	Wpn/Dmg Longswords Lances	1d8/1d12 1d4+1d6 / 3d6							
SPECIAL ABILITIES AND LIMITATIONS						SPECIAL ABILITIES AND LIMITATIONS									
						Horses: 1d8/1d8/1d3									

Army Roster Sheet

PLAYER NAME

ARMY

Whitestone

BRIGADE

Phalanx 1

UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE	
Thelgaard Lances		Elite Light Cavalry		Kalaman Lancers		Elite Light Cavalry	
AC 4	#FIG 4	UNIT COMMANDER/DEPUTY #9		AC 4	#FIG 4	UNIT COMMANDER/DEPUTY #10	
HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS 4 th /Human/Ftr.		HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS 4 th /Human/Ftr.	
MV 18/24	SIZE Cav.	MR%	PPD	P/P	RSW	BW	SP
18		0	13	14	15	16	16
AR 18	AR Modifiers		AR 18	AR Modifiers			
ML 14	ML Modifiers		ML 14	ML Modifiers			
DL 13	Wpn/Dmg Longswords 1d8/1d12 Lances 1d8/2d6		DL 13	Wpn/Dmg Longswords 1d8/1d12 Lances 1d8/2d6			
SPECIAL ABILITIES AND LIMITATIONS Horses : 1d6/1d6/1d3				SPECIAL ABILITIES AND LIMITATIONS Horses : 1d6/1d6/1d3			
UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE	
Brass 1		Elite Dragon		Brass Riders 1		Elite Dragon Cavalry	
AC 2	#FIG 2	UNIT COMMANDER/DEPUTY #11		AC 2	#FIG 2	UNIT COMMANDER/DEPUTY #12	
HD/fig 35	RATIO 5:1	LEVEL/RACE/CLASS 7-HD Dragons		HD/fig 35	RATIO 5:1	LEVEL/RACE/CLASS 7 th /Human/Ftr. 7-HD Dragons	
MV 12/24	SIZE L	MR%	PPD	P/P	RSW	BW	SP
12		0	10	11	12	12	13
AR 18	AR Modifiers		AR 17	AR Modifiers -2 when Dragonlances used			
ML 14	ML Modifiers		ML 14	ML Modifiers			
DL 12	Wpn/Dmg 1d4/1d4/4d4		DL 12	Wpn/Dmg Dragonlances 14d6 Dragon 1d4/1d4/4d4			
SPECIAL ABILITIES AND LIMITATIONS Breath : Sleep (2 ^{1/3} " x 2 ^{1/3} ") Fear (1 ^{1/3} " x 1 ^{2/3} ")				SPECIAL ABILITIES AND LIMITATIONS Breath : Sleep (2 ^{1/3} " x 2 ^{1/3} ") Fear (1 ^{1/3} " x 1 ^{2/3})			

Army Roster Sheet

PLAYER NAME

ARMY

Whitestone

BRIGADE

Phalanx 2

UNIT NAME Qualinesti Guard		UNIT TYPE Elite		UNIT NAME Qualinesti Legion		UNIT TYPE Elite					
AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #1		AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #2					
HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS ^{4th} / _{4th} ELF Ftr./MU		HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS ^{4th} / _{4th} ELF Ftr./MU					
MV 12	SIZE M	MR% 0	PPD 13	P/P 13	RSW 11	BW 15	SP 12				
AR 17	AR Modifiers -1 with bows (Dex.)		AR 17	AR Modifiers -1 with bows (Dex.)							
ML 15	ML Modifiers		ML 15	ML Modifiers							
DL 15	Wpn/Dmg Longswords 1d8/1d12		DL 15	Wpn/Dmg Longswords 1d8/1d12							
SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS							
Longbows: 1d6/1d6 Range: 7/14/21 Spells: Magic Missile (x3) Invisibility				Longbows: 1d6/1d6 Range: 7/14/21 Spells: Magic Missiles (x3) Invisibility							
UNIT NAME Nordmar Bowmen		UNIT TYPE Regular		UNIT NAME Nordmar Division		UNIT TYPE Regular					
AC 9	#FIG 10	UNIT COMMANDER/DEPUTY #3		AC 6	#FIG 12	UNIT COMMANDER/DEPUTY #4					
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1 st /Human/Ftr.		HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS 2 ^d /Human/Ftr.					
MV 12	SIZE M	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17				
AR 20	AR Modifiers		AR 20	AR Modifiers							
ML 11	ML Modifiers		ML 12	ML Modifiers							
DL 11	Wpn/Dmg Longbow 1d6/1d6 Range: 7/14/21		DL 11	Wpn/Dmg Longswords 1d8/1d12							
SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS							

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

Red Dragonarmy

UNIT NAME			UNIT TYPE			UNIT NAME			UNIT TYPE						
Red Wing			Regular Dragon			Crimson Ogres			Regular						
AC -1	#FIG 4	UNIT COMMANDER/DEPUTY #1			AC 5	#FIG 9	UNIT COMMANDER/DEPUTY #2								
HD/fig 20	RATIO 2:1	LEVEL/RACE/CLASS 10-HD Red Dragons			HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Ogres								
MV 9/24	SIZE L	MR% 0	PPD 8	P/P 9	RSW 10	BW 9	SP 11	MV 9	SIZE L	MR% 0	PPD 13	P/P 14	RSW 15	BW 16	SP 16
AR 20	AR Modifiers			AR 15	AR Modifiers										
ML 15	ML Modifiers			ML 13	ML Modifiers										
DL 12	Wpn/Dmg 1d8 / 1d8 / 3d10			DL 11	Wpn/Dmg 1d10										
SPECIAL ABILITIES AND LIMITATIONS Breath: Fire (3"x1")				SPECIAL ABILITIES AND LIMITATIONS											
UNIT NAME			UNIT TYPE			UNIT NAME			UNIT TYPE						
Crimson Giants			Regular			Riders of Khan			Regular Cavalry						
AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #3			AC 7	#FIG 8	UNIT COMMANDER/DEPUTY #4								
HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS Hill Giants			HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS 2d/Human/Ftr. 2-HD War Horses								
MV 12	SIZE L	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13	MV 24	SIZE Cav.	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17
AR 17	AR Modifiers			AR 20	AR Modifiers										
ML 13	ML Modifiers			ML 12	ML Modifiers										
DL 11	Wpn/Dmg 2d8			DL 12	Wpn/Dmg Longswords 1d8 / 1d12										
SPECIAL ABILITIES AND LIMITATIONS Throw rocks: 2d8 Range: 7/14/20				SPECIAL ABILITIES AND LIMITATIONS Horses: 1d6/1d6/1d3											

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

Red Dragonarmy

UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE					
Red Watch		Elite Draconian		Red Regiment		Regular Draconian					
AC 1	#FIG 5	UNIT COMMANDER/DEPUTY #5				AC 4	#FIG 10				
HD/fig 30	RATIO 5:1	LEVEL/RACE/CLASS Sivak Draconians				HD/fig 20	RATIO 10:1				
MV 6/15/18	SIZE L	MR%	PPD	P/P	RSW	BW	SP				
20	11	12	13	13	14	15	17				
AR 18	AR Modifiers				AR 16	AR Modifiers					
ML 15	ML Modifiers				ML 12	ML Modifiers					
DL 15	Wpn/Dmg	1d6 / 1d6 / 2d6				DL 12	Wpn/Dmg	1d4 / 1d4			
SPECIAL ABILITIES AND LIMITATIONS								SPECIAL ABILITIES AND LIMITATIONS			
UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE					
1 st Sanction		Regular		2 ^d Sanction		Regular					
AC 6	#FIG 9	UNIT COMMANDER/DEPUTY #7				AC 6	#FIG 9				
HD/fig 30	RATIO 10:1	LEVEL/RACE/CLASS 3 ^d Human / Ftr.				HD/fig 30	RATIO 10:1				
MV 12	SIZE M	MR%	PPD	P/P	RSW	BW	SP				
0	13	14	15	16	16	15	16				
AR 18	AR Modifiers				AR 18	AR Modifiers					
ML 12	ML Modifiers				ML 12	ML Modifiers					
DL 11	Wpn/Dmg	Spears 1d6 / 1d8				DL 11	Wpn/Dmg	Spears 1d6 / 1d8			
SPECIAL ABILITIES AND LIMITATIONS								SPECIAL ABILITIES AND LIMITATIONS			

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

Blue Dragonarmy

UNIT NAME Blue Wing		UNIT TYPE Regular Dragon		UNIT NAME Blue Watch		UNIT TYPE Elite Draconian	
AC 2	#FIG 4	UNIT COMMANDER/DEPUTY #1		AC 1	#FIG 5	UNIT COMMANDER/DEPUTY #2	
HD/fig 18	RATIO 2:1	LEVEL/RACE/CLASS 9-HD Blue Dragons		HD/fig 30	RATIO 5:1	LEVEL/RACE/CLASS Sivak Draconians	
MV 9/24	SIZE L	MR% 0	PPD 8	P/P 9	RSW 10	BW 9	SP 11
MV 6/15/18	SIZE L	MR% 20	PPD 11	P/P 12	RSW 13	BW 13	SP 14
AR 22	AR Modifiers		AR 18	AR Modifiers			
ML 15	ML Modifiers		ML 15	ML Modifiers			
DL 16	Wpn/Dmg 1d6/1d6/3d8		DL 15	Wpn/Dmg 1d6/1d6/2d6			
SPECIAL ABILITIES AND LIMITATIONS Breath: Lightning (3½" x ½")				SPECIAL ABILITIES AND LIMITATIONS			
UNIT NAME Blue Regiment		UNIT TYPE Regular Draconian		UNIT NAME Blue Giants		UNIT TYPE Regular	
AC 4	#FIG 9	UNIT COMMANDER/DEPUTY #3		AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #4	
HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS Baaz Draconians		HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS Hill Giants	
MV 6/15/18	SIZE M	MR% 20	PPD 14	P/P 15	RSW 16	BW 17	SP 17
MV 12	SIZE L	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13
AR 16	AR Modifiers		AR 17	AR Modifiers			
ML 12	ML Modifiers		ML 13	ML Modifiers			
DL 12	Wpn/Dmg 1d4/1d4		DL 11	Wpn/Dmg 2d8			
SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS Throw rocks: 2d8 Range: 7/14/20			

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

Blue Dragonarmy

UNIT NAME 1 st Throtyl			UNIT TYPE Regular			UNIT NAME 2 ^d Throtyl			UNIT TYPE Regular					
AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #5			AC 5	#FIG 8	UNIT COMMANDER/DEPUTY #6			AC 5	#FIG 8			
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Hobgoblin			HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Hobgoblin			HD/fig 10	RATIO 10:1			
MV 9	SIZE M	MR%	PPD	P/P	RSW	BW	SP	MV 9	SIZE M	MR%	PPD			
AR 18	AR Modifiers			AR 18	AR Modifiers			ML 12	ML Modifiers					
ML 12	ML Modifiers			DL 12	Wpn/Dmg 1d8			DL 12	Wpn/Dmg 1d8					
SPECIAL ABILITIES AND LIMITATIONS						SPECIAL ABILITIES AND LIMITATIONS								
UNIT NAME Throtyl Archers			UNIT TYPE Regular			UNIT NAME Blue Ogres			UNIT TYPE Regular					
AC 5	#FIG 8	UNIT COMMANDER/DEPUTY #7			AC 5	#FIG 9	UNIT COMMANDER/DEPUTY #8			AC 5	#FIG 9			
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Hobgoblin			HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Ogres			HD/fig 40	RATIO 10:1			
MV 9	SIZE M	MR%	PPD	P/P	RSW	BW	SP	MV 9	SIZE L	MR%	PPD			
AR 18	AR Modifiers			AR 15	AR Modifiers			ML 12	ML Modifiers					
ML 12	ML Modifiers			ML 13	ML Modifiers			DL 12	Wpn/Dmg 1d8					
DL 12	Wpn/Dmg 1d8			DL 11	Wpn/Dmg 1d10			SPECIAL ABILITIES AND LIMITATIONS						
SPECIAL ABILITIES AND LIMITATIONS Longbows : 1d6/1d6 Range : 7/14/21						SPECIAL ABILITIES AND LIMITATIONS								

Army Roster Sheet

PLAYER NAME

ARMY

Whitestone

BRIGADE

Phalanx 3

UNIT NAME			UNIT TYPE					UNIT NAME			UNIT TYPE														
Gold Riders			Elite Dragon Cavalry					Bronze Riders 1			Elite Dragon Cavalry														
AC	#FIG	UNIT COMMANDER/DEPUTY					AC	#FIG	UNIT COMMANDER/DEPUTY					AC	#FIG										
-2	2	#1					0	2	#2					18	2:1										
HD/fig	RATIO	LEVEL/RACE/CLASS					11 th /Human/Ftr.	18	LEVEL/RACE/CLASS					9 th /Human/Ftr.	2:1										
22	2:1	11-HD Gold Dragons					11-HD Gold Dragons	9 th /Human/Ftr.	9-HD Bronze Dragons					9-HD Bronze Dragons											
MV	SIZE	MR%	PPD	P/P	RSW	BW	SP	MV	SIZE	MR%	PPD	P/P	RSW	BW	SP										
9/24	L	0	7	8	9	8	10	9/24	L	0	8	9	10	9	11										
AR	AR Modifiers					AR	AR Modifiers					AR Modifiers													
20	-2 with Dragonlances					22	-2 with Dragonlances					-2 with Dragonlances													
ML	ML Modifiers					ML	ML Modifiers					ML Modifiers													
16						14																			
DL	Wpn/Dmg	Dragonlances 22d6 Dragons 1d8/1d8/6d6					DL	Wpn/Dmg	Dragonlances 18d6 Dragons 1d6/1d6/4d6																
SPECIAL ABILITIES AND LIMITATIONS								SPECIAL ABILITIES AND LIMITATIONS																	
Breath: Fire (3" x 1") Gas (1 ² / ₃ " x 1 ² / ₃ ")								Breath: Lightning (3 ¹ / ₃ " x 1 ¹ / ₆ ") Repulsion (2 ¹ / ₃ " x 1")																	
UNIT NAME			UNIT TYPE					UNIT NAME			UNIT TYPE														
Brass Riders 2			Elite Dragon Cavalry					Bronze Riders 2			Elite Dragon Cavalry														
AC	#FIG	UNIT COMMANDER/DEPUTY					AC	#FIG	UNIT COMMANDER/DEPUTY					AC	#FIG										
2	3	#3					0	3	#4					18	2:1										
HD/fig	RATIO	LEVEL/RACE/CLASS					7 th /Human/Ftr.	18	LEVEL/RACE/CLASS					9 th /Human/Ftr.	2:1										
35	5:1	7-HD Brass Dragons					7-HD Brass Dragons	9 th /Human/Ftr.	9-HD Bronze Dragons					9-HD Bronze Dragons											
MV	SIZE	MR%	PPD	P/P	RSW	BW	SP	MV	SIZE	MR%	PPD	P/P	RSW	BW	SP										
12/24	L	0	10	11	12	12	13	9/24	L	0	8	9	10	9	11										
AR	AR Modifiers					AR	AR Modifiers					AR Modifiers													
17	-2 with Dragonlances					22	-2 with Dragonlances					-2 with Dragonlances													
ML	ML Modifiers					ML	ML Modifiers					ML Modifiers													
14						14																			
DL	Wpn/Dmg	Dragonlances 14d6 Dragons 1d4/1d4/4d4					DL	Wpn/Dmg	Dragonlances 18d6 Dragons 1d6/1d6/4d6																
SPECIAL ABILITIES AND LIMITATIONS								SPECIAL ABILITIES AND LIMITATIONS																	
Breath: Sleep (2 ¹ / ₃ " x 2 ¹ / ₃ ") Fear (1 ¹ / ₃ " x 1 ² / ₃ ")								Breath: Lightning (3 ¹ / ₃ " x 1 ¹ / ₆) Repulsion (2 ¹ / ₃ " x 1")																	

Army Roster Sheet

PLAYER NAME

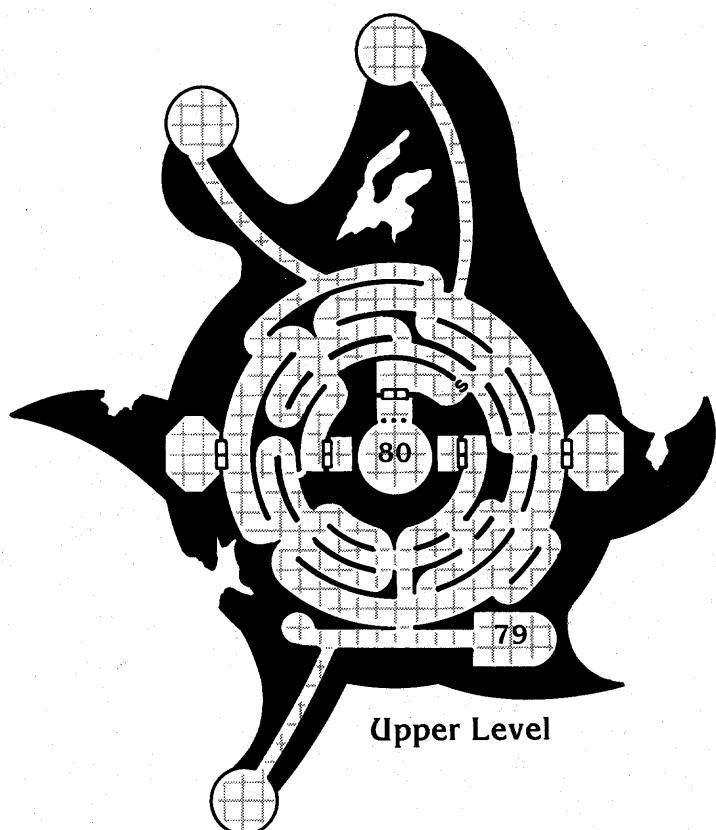
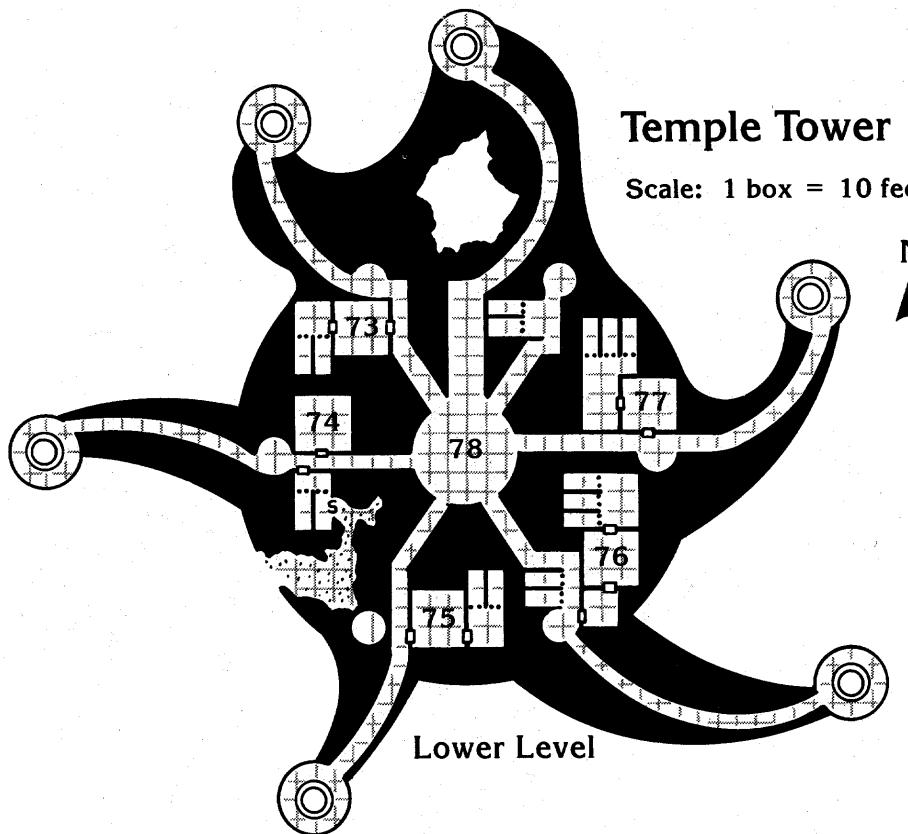
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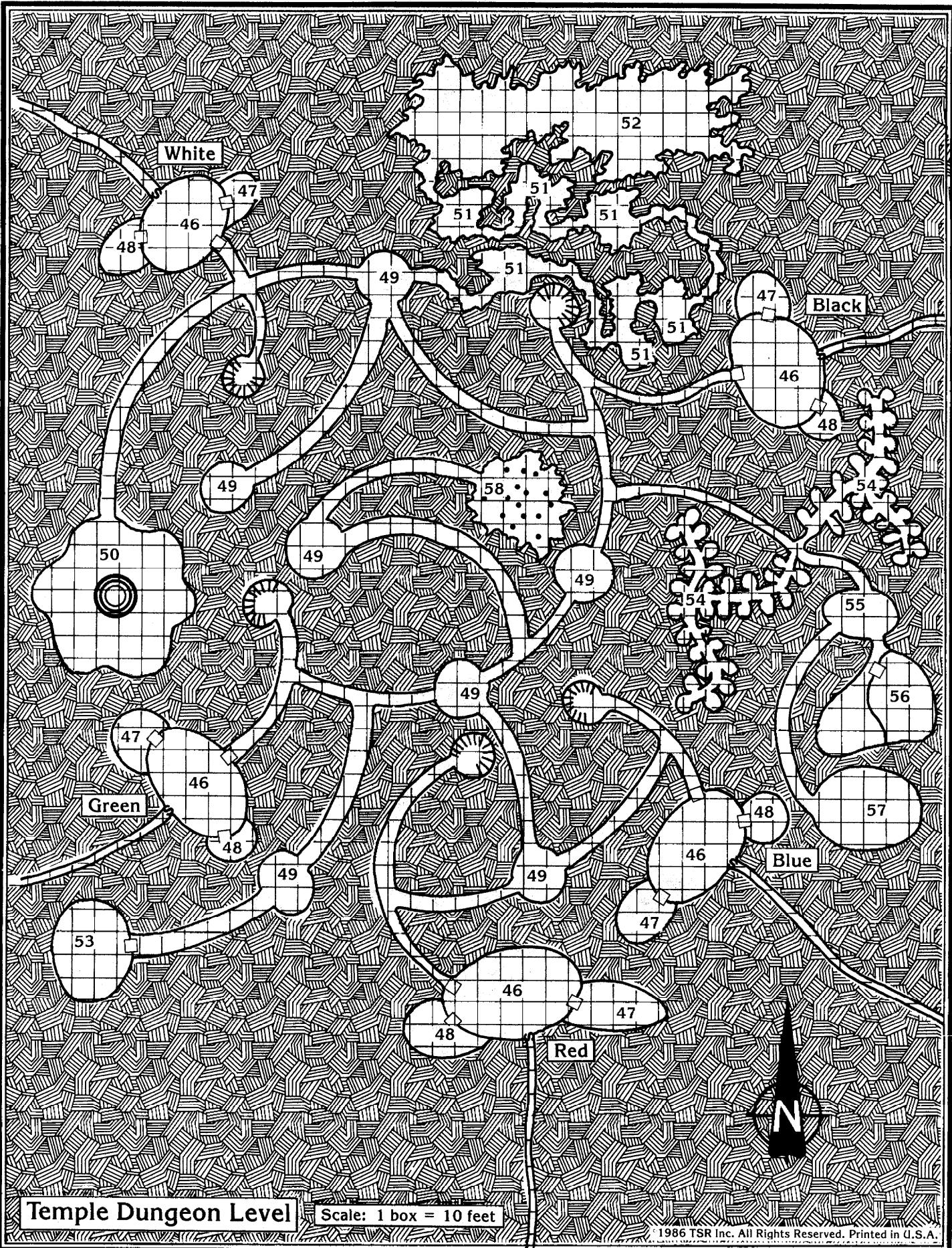
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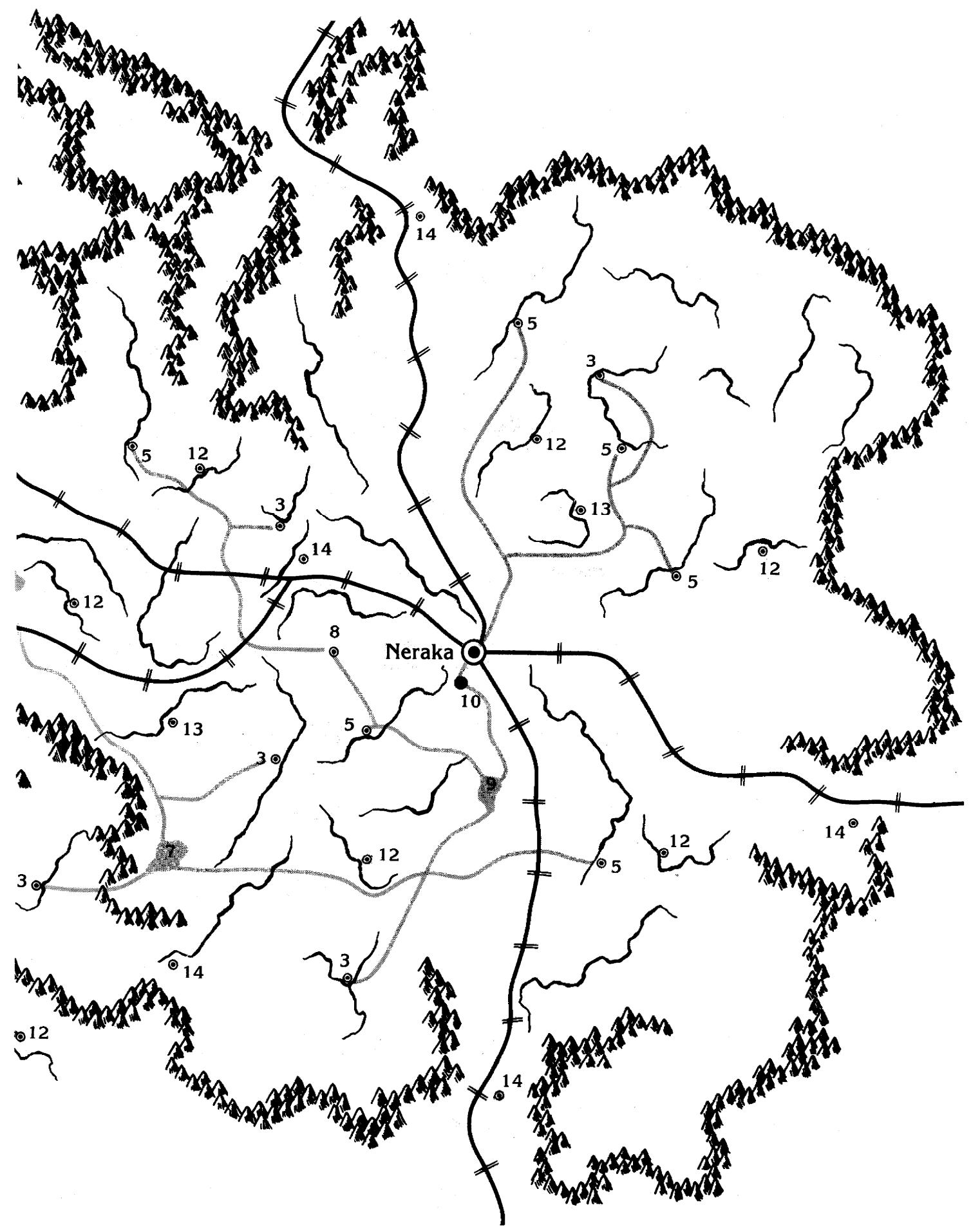
BRIGADE

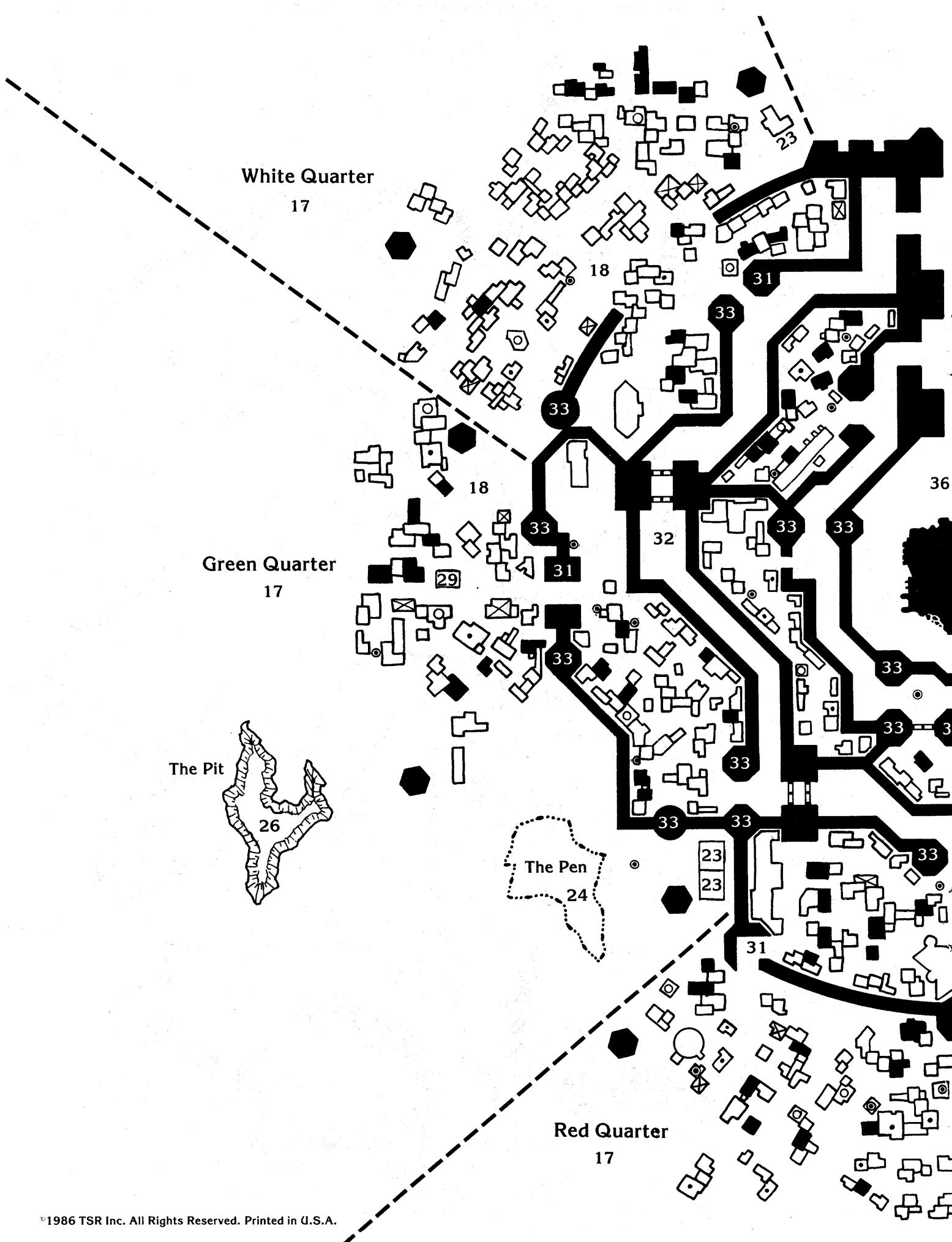
Phalanx 3

UNIT NAME			UNIT TYPE			UNIT NAME			UNIT TYPE						
Sword Knights			Elite Hvy. Cavalry			Sword Knights			Elite Hvy. Cavalry						
AC 2	#FIG 4	UNIT COMMANDER/DEPUTY #5	AC 2	#FIG 4	UNIT COMMANDER/DEPUTY #6	HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS 8th/ Human / Ftr.	HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS 8th/ Human / Ftr.				
MV 12/18	SIZE Cav.	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13	MV 12/18	SIZE Cav.	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13
AR 19	AR Modifiers -2 with swords (+2 sword)			AR 19	AR Modifiers -2 with swords (+2 swords)			ML 15	ML Modifiers						
DL 15	Wpn/Dmg Longswords 1d8/1d12			DL 15	Wpn/Dmg Longswords 1d8/1d12			SPECIAL ABILITIES AND LIMITATIONS Horses : 1d8/1d8/1d3	SPECIAL ABILITIES AND LIMITATIONS Horses : 1d8/1d8/1d3						
UNIT NAME			UNIT TYPE			UNIT NAME			UNIT TYPE						
Rose Knights			Elite Hvy. Cavalry			Crown Knights			Elite Hvy. Cavalry						
AC 2	#FIG 4	UNIT COMMANDER/DEPUTY #7	AC 2	#FIG 4	UNIT COMMANDER/DEPUTY #8	HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS 8th/ Human / Ftr.	HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS 8th/ Human / Ftr.				
MV 12/18	SIZE Cav.	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13	MV 12/18	SIZE Cav.	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13
AR 19	AR Modifiers -2 with swords (+2 swords)			AR 19	AR Modifiers -2 with swords (+2 swords)			ML 15	ML Modifiers						
DL 15	Wpn/Dmg Longswords 1d8/1d12			DL 15	Wpn/Dmg Longswords 1d8/1d12			SPECIAL ABILITIES AND LIMITATIONS Horses : 1d8/1d8/1d3	SPECIAL ABILITIES AND LIMITATIONS Horses : 1d8/1d8/1d3						





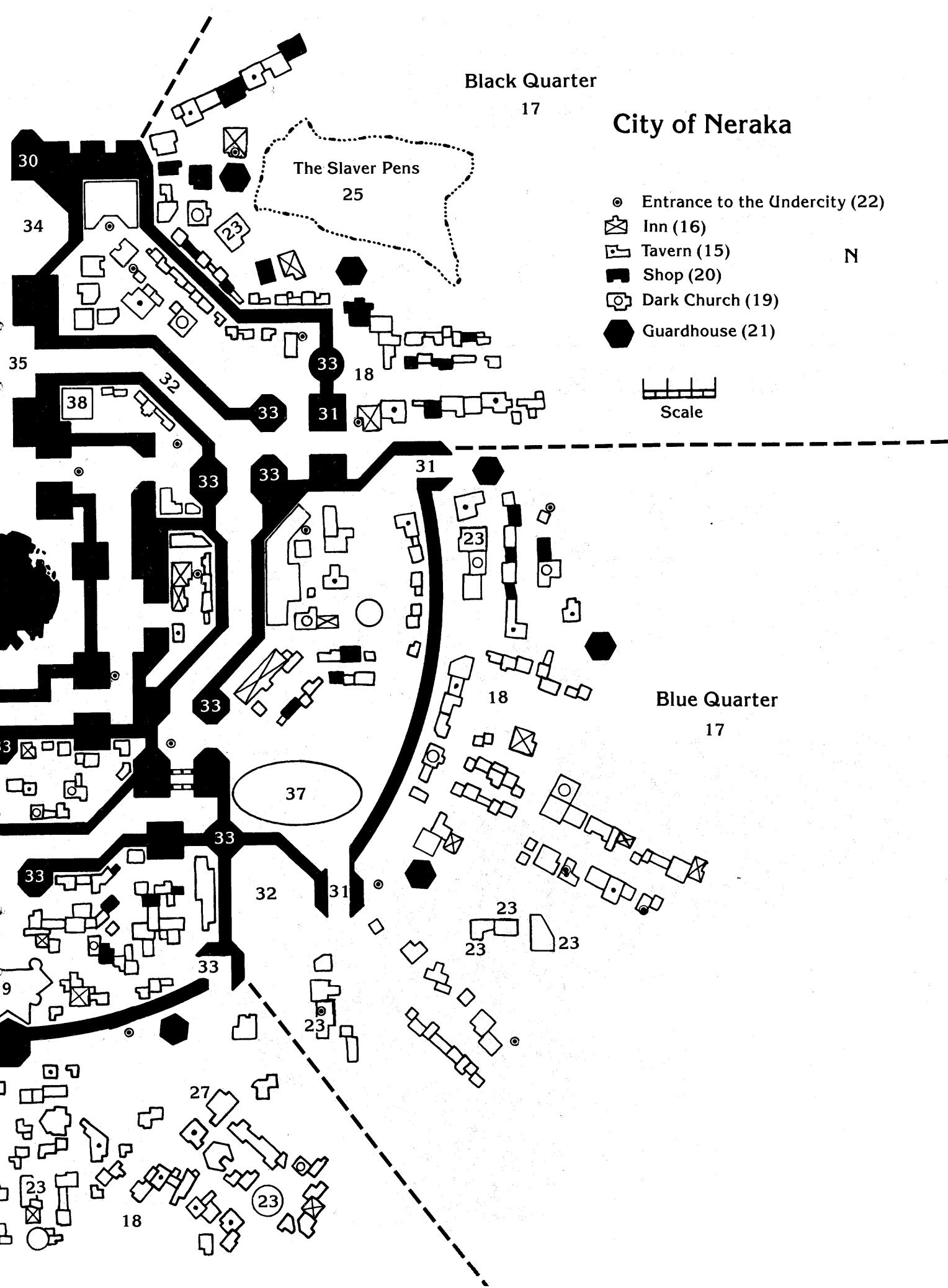




Black Quarter

17

City of Neraka

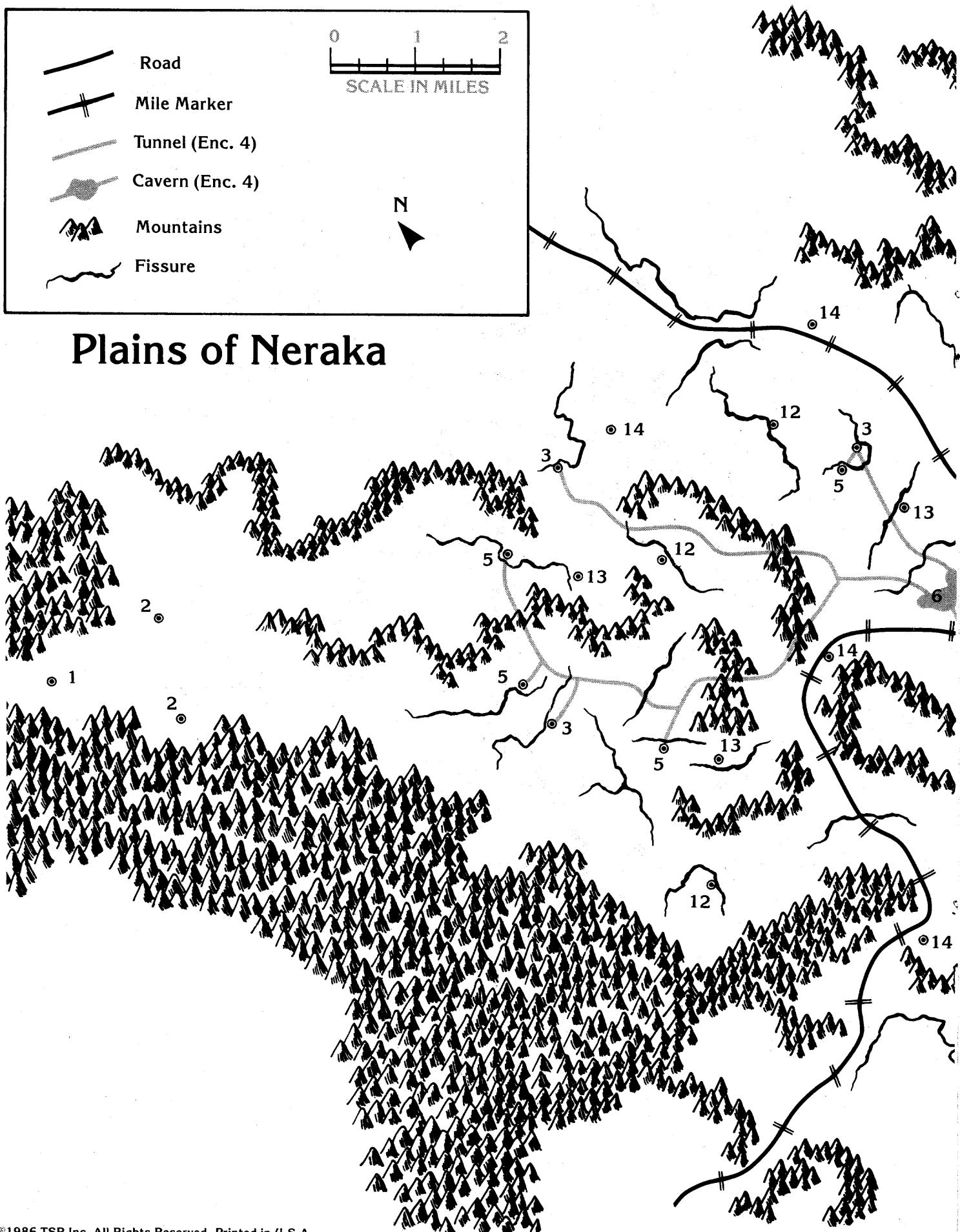


- Road
- Mile Marker
- Tunnel (Enc. 4)
- Cavern (Enc. 4)
- Mountains
- Fissure

0 1 2
SCALE IN MILES

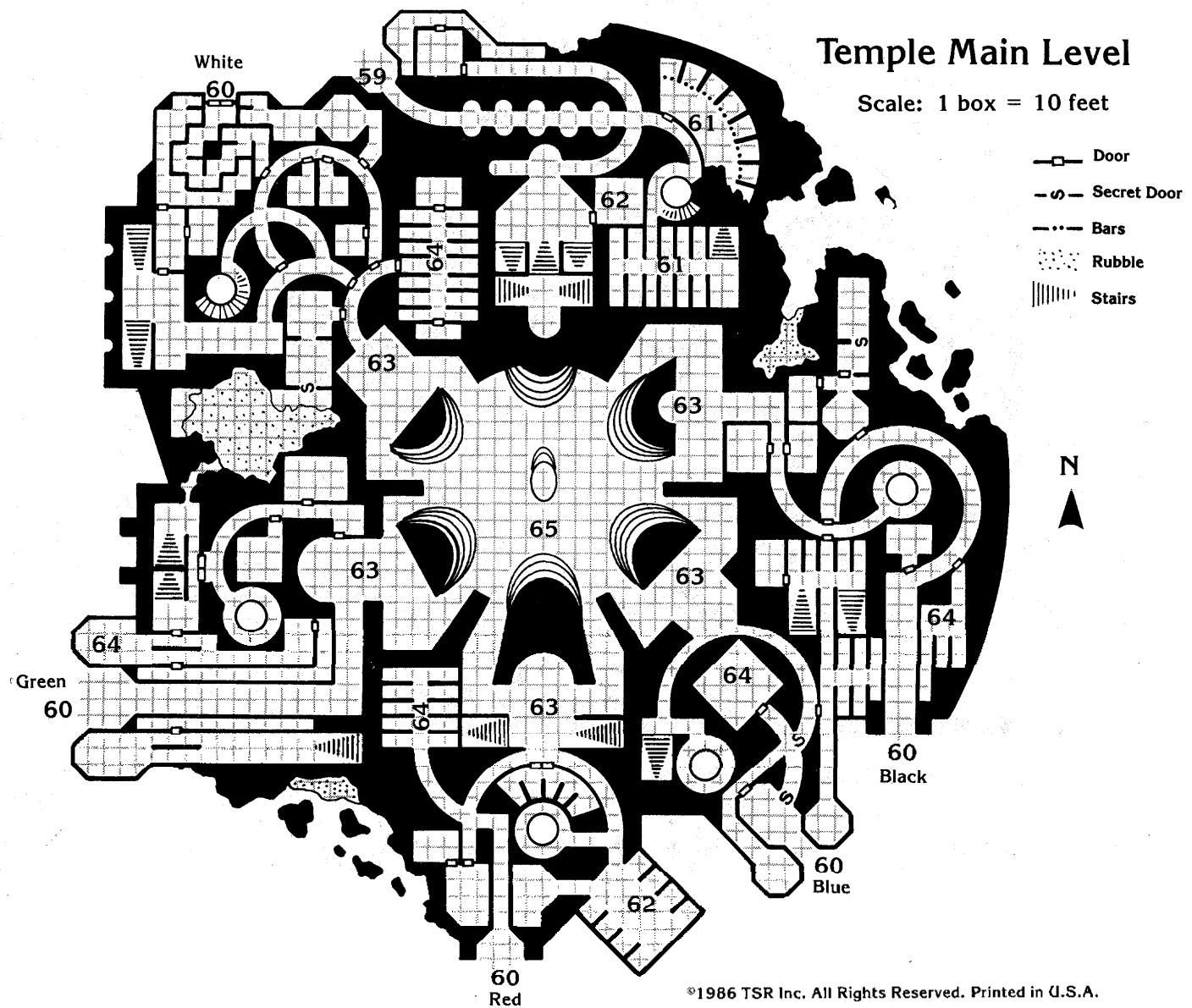
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Plains of Neraka



Temple Main Level

Scale: 1 box = 10 feet

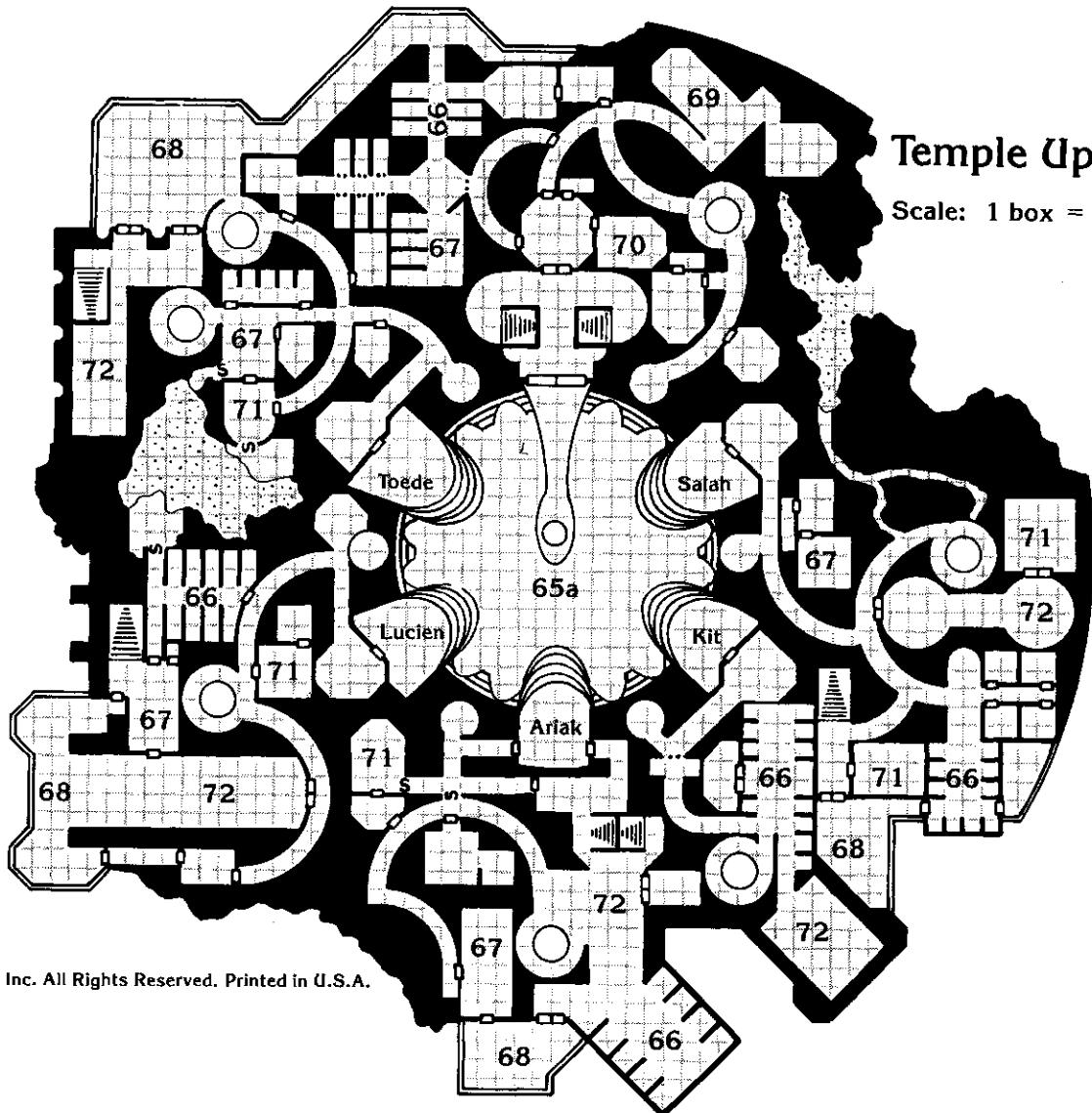


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Temple Upper Level

Scale: 1 box = 10 feet

N



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Army Roster Sheet

PLAYER NAME

ARMY

White stone

BRIGADE

Phalanx 3

UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE					
1 st Qualinesti		Regular		2 ^d Qualinesti		Regular					
AC 5	#FIG 6	UNIT COMMANDER/DEPUTY		AC 5	#FIG 6	UNIT COMMANDER/DEPUTY					
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS		HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS					
MV 12	SIZE M	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17				
AR 19	AR Modifiers		AR 19	AR Modifiers							
ML 13	ML Modifiers		ML 13	ML Modifiers							
DL 13	Wpn/Dmg Longswords 1d8/1d12		DL 13	Wpn/Dmg Longswords 1d8/1d12							
SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS							
Longbows : 1d6/1d6 Range: 7/14/21				Longbows : 1d6/1d6 Range: 7/14/21							
UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE					
3 ^d Qualinesti		Regular		4 th Qualinesti		Regular					
AC 5	#FIG 6	UNIT COMMANDER/DEPUTY		AC 5	#FIG 6	UNIT COMMANDER/DEPUTY					
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS		HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS					
MV 12	SIZE M	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17				
AR 19	AR Modifiers		AR 19	AR Modifiers							
ML 13	ML Modifiers		ML 13	ML Modifiers							
DL 13	Wpn/Dmg Longswords 1d8/1d12		DL 13	Wpn/Dmg Longswords 1d8/1d12							
SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS							
Longbows: 1d6/1d6 Range: 7/14/21				Longbows: 1d6/1d6 Range: 7/14/21							

Army Roster Sheet

PLAYER NAME

ARMY

Whitestone

BRIGADE

Phalanx 3

UNIT NAME Solamnian Irregulars			UNIT TYPE Regular			UNIT NAME Tarsian Guards			UNIT TYPE Regular						
AC 8	#FIG 6	UNIT COMMANDER/DEPUTY #13	AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #14	HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st / Human / Ftr.	HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS 2d / Human / Ftr.				
MV 12	SIZE M	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 12	SIZE M	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17
AR 20	AR Modifiers				AR 20	AR Modifiers				ML 12	ML Modifiers				
DL 12	Wpn/Dmg Spears 1d6/1d6				DL 12	Wpn/Dmg Spears 1d6/1d8				SPECIAL ABILITIES AND LIMITATIONS					
SPECIAL ABILITIES AND LIMITATIONS						SPECIAL ABILITIES AND LIMITATIONS									
UNIT NAME 1st Tarsian Militia			UNIT TYPE Regular			UNIT NAME 2d Tarsian Militia			UNIT TYPE Regular						
AC 8	#FIG 6	UNIT COMMANDER/DEPUTY #15	AC 8	#FIG 6	UNIT COMMANDER/DEPUTY #16	HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 0th / Human / Ftr.	HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 0th / Human / Ftr.				
MV 12	SIZE M	MR% 0	PPD 16	P/P 17	RSW 18	BW 20	SP 19	MV 12	SIZE M	MR% 0	PPD 16	P/P 17	RSW 18	BW 20	SP 19
AR 21	AR Modifiers				AR 21	AR Modifiers				ML 10	ML Modifiers				
DL 10	Wpn/Dmg Short swords 1d6/1d8				DL 10	Wpn/Dmg Short swords 1d6/1d8				SPECIAL ABILITIES AND LIMITATIONS					
SPECIAL ABILITIES AND LIMITATIONS						SPECIAL ABILITIES AND LIMITATIONS									

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

Black Dragonarmy

UNIT NAME Black Wing		UNIT TYPE Regular Dragon		UNIT NAME Black Guards		UNIT TYPE Elite Draconian	
AC 3	#FIG 4	UNIT COMMANDER/DEPUTY #1		AC 2	#FIG 5	UNIT COMMANDER/DEPUTY #2	
HD/fig 35	RATIO 5:1	LEVEL/RACE/CLASS 7-HD Black Dragons		HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Bozak Draconians	
MV 12/24	SIZE L	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13
AR 18	AR Modifiers		AR 15	AR Modifiers			
ML 14	ML Modifiers		ML 15	ML Modifiers			
DL 12	Wpn/Dmg	1d4/1d4/3d6		DL 15	Wpn/Dmg	1d8	
SPECIAL ABILITIES AND LIMITATIONS Acid Breath : (2" x 1/6")				SPECIAL ABILITIES AND LIMITATIONS Spells: Magic Missile (x3) Invisibility Strength (-2 to AR)			
UNIT NAME Black Regiment		UNIT TYPE Regular		UNIT NAME Black Ogres		UNIT TYPE Regular	
AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #3		AC 5	#FIG 9	UNIT COMMANDER/DEPUTY #4	
HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS Baaz Draconians		HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Ogres	
MV 6/15/18	SIZE M	MR% 20	PPD 14	P/P 15	RSW 16	BW 17	SP 17
AR 16	AR Modifiers		AR 15	AR Modifiers			
ML 12	ML Modifiers		ML 13	ML Modifiers			
DL 12	Wpn/Dmg	1d4/1d4		DL 11	Wpn/Dmg	1d10	
SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS			

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

Black Dragon army

UNIT NAME Black Giants 1		UNIT TYPE Regular		UNIT NAME Black Giants 2		UNIT TYPE Regular									
AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #5			AC 4	#FIG 6	UNIT COMMANDER/DEPUTY #6								
HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS Hill Giants			HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS Hill Giants								
MV 12	SIZE L	MR%	PPD	P/P	RSW	BW	SP	MV 12	SIZE L	MR%	PPD	P/P	RSW	BW	SP 13
AR 17	AR Modifiers					AR 17	AR Modifiers								
ML 13	ML Modifiers					ML 13	ML Modifiers								
DL 11	Wpn/Dmg 2d8			Wpn/Dmg 2d8			Wpn/Dmg 2d8								
SPECIAL ABILITIES AND LIMITATIONS Throw rocks : 2d8 Range : 7/14/20				SPECIAL ABILITIES AND LIMITATIONS Throw rocks: 2d8 Range: 7/14/20											
UNIT NAME 1st Black Volunteers		UNIT TYPE Regular Archers		UNIT NAME Dark Riders		UNIT TYPE Regular Cavalry									
AC 7	#FIG 8	UNIT COMMANDER/DEPUTY #7			AC 7	#FIG 16	UNIT COMMANDER/DEPUTY #8								
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 1st Human / Ftr			HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS 2d Human / Ftr 2-HD War Horses								
MV 12	SIZE M	MR%	PPD	P/P	RSW	BW	SP	MV 24	SIZE Cav.	MR%	PPD	P/P	RSW	BW	SP 17
AR 20	AR Modifiers					AR 20	AR Modifiers								
ML 12	ML Modifiers					ML 12	ML Modifiers								
DL 11	Wpn/Dmg Longswords 1d8/1d12			Wpn/Dmg Longsword 1d8/1d12											
SPECIAL ABILITIES AND LIMITATIONS Longbow: 1d6 Range: 7/14/21				SPECIAL ABILITIES AND LIMITATIONS Horses: 1d6/1d6/1d3											

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

Green Dragonarmy

UNIT NAME			UNIT TYPE			UNIT NAME			UNIT TYPE						
Green Wing			Regular Dragons			Green Legion			Elite Draconian						
AC 2	#FIG 6	UNIT COMMANDER/DEPUTY #1	AC 4	#FIG 8	UNIT COMMANDER/DEPUTY #2										
HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS 8-HD Green Dragons	HD/fig 30	RATIO 10:1	LEVEL/RACE/CLASS Kapak Draconians										
MV 9/24	SIZE L	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13	MV 6/15/18	SIZE M	MR% 20	PPD 13	P/P 14	RSW 15	BW 16	SP 16
AR 17	AR Modifiers			AR 16	AR Modifiers										
ML 14	ML Modifiers			ML 15	ML Modifiers										
DL 12	Wpn/Dmg 1d6 / 1d6 / 2d10			DL 13	Wpn/Dmg 1d4										

SPECIAL ABILITIES AND LIMITATIONS

Breath: Gas ($1\frac{2}{3}'' \times 1\frac{1}{3}''$)

SPECIAL ABILITIES AND LIMITATIONS

Paralyzing Poison

UNIT NAME			UNIT TYPE			UNIT NAME			UNIT TYPE						
Green Regiment			Regular Draconian			4 th Throtyl			Regular						
AC 4	#FIG 8	UNIT COMMANDER/DEPUTY #3	AC 5	#FIG 8	UNIT COMMANDER/DEPUTY #4										
HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS Baaz Draconians	HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Hobgoblins										
MV 6/15/18	SIZE M	MR% 20	PPD 14	P/P 15	RSW 16	BW 17	SP 17	MV 9	SIZE M	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17
AR 16	AR Modifiers			AR 18	AR Modifiers										
ML 12	ML Modifiers			ML 12	ML Modifiers										
DL 12	Wpn/Dmg 1d4 / 1d4			DL 12	Wpn/Dmg 1d8										
SPECIAL ABILITIES AND LIMITATIONS						SPECIAL ABILITIES AND LIMITATIONS									

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

Green Dragonarmy

UNIT NAME Green Ogres		UNIT TYPE Regular						UNIT NAME Green Scourge		UNIT TYPE Regular					
AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #5						AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #6					
HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Ogres						HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Ogres					
MV 9	SIZE L	MR%	PPD	P/P	RSW	BW	SP	MV 9	SIZE L	MR%	PPD	P/P	RSW	BW	SP 16
AR 15	AR Modifiers						AR 15	AR Modifiers							
ML 13	ML Modifiers						ML 13	ML Modifiers							
DL 11	Wpn/Dmg 1d10						DL 11	Wpn/Dmg 1d10							
SPECIAL ABILITIES AND LIMITATIONS								SPECIAL ABILITIES AND LIMITATIONS							
UNIT NAME 5 th Throtyl		UNIT TYPE Regular						UNIT NAME 6 th Throtyl		UNIT TYPE Regular					
AC 5	#FIG 8	UNIT COMMANDER/DEPUTY #7						AC 5	#FIG 8	UNIT COMMANDER/DEPUTY #8					
HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Hobgoblin						HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Hobgoblins					
MV 9	SIZE M	MR%	PPD	P/P	RSW	BW	SP	MV 9	SIZE M	MR%	PPD	P/P	RSW	BW	SP 17
AR 18	AR Modifiers						AR 18	AR Modifiers							
ML 12	ML Modifiers						ML 12	ML Modifiers							
DL 12	Wpn/Dmg 1d8						DL 12	Wpn/Dmg 1d8							
SPECIAL ABILITIES AND LIMITATIONS								SPECIAL ABILITIES AND LIMITATIONS							

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

White Dragonarmy

UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE	
White Wing		Regular Dragons		White Legion		Elite Draconians	
AC 3	#FIG 3	UNIT COMMANDER/DEPUTY #1		AC 4	#FIG 8	UNIT COMMANDER/DEPUTY #2	
HD/fig 30	RATIO 5:1	LEVEL/RACE/CLASS 6-HD White Dragons		HD/fig 30	RATIO 10:1	LEVEL/RACE/CLASS Kapak Draconians	
MV 12/30	SIZE L	MR% 0	PPD 11	P/P 12	RSW 13	BW 13	SP 14
MV 6/15/18	SIZE M	MR% 20	PPD 13	P/P 14	RSW 15	BW 16	SP 16
AR 19	AR Modifiers		AR 16	AR Modifiers			
ML 12	ML Modifiers		ML 15	ML Modifiers			
DL 10	Wpn/Dmg	1d4/1d4/2d8		DL 13	Wpn/Dmg	1d4	
SPECIAL ABILITIES AND LIMITATIONS Frost breath : (2 ¹ / ₃ " x 5 ¹ / ₆ ")				SPECIAL ABILITIES AND LIMITATIONS Paralyzing Poison			
UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE	
White Riders		Regular Cavalry		White Ogres		Regular	
AC 6	#FIG 4	UNIT COMMANDER/DEPUTY #3		AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #4	
HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS 2d6 Human/Ftr 2-HD War Horses		HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS Ogres	
MV 24	SIZE Cav.	MR% 0	PPD 14	P/P 15	RSW 16	BW 17	SP 17
MV 9	SIZE L	MR% 0	PPD 13	P/P 14	RSW 15	BW 16	SP 16
AR 20	AR Modifiers		AR 15	AR Modifiers			
ML 11	ML Modifiers		ML 13	ML Modifiers			
DL 11	Wpn/Dmg	Short Swords 1d6/1d8		DL 11	Wpn/Dmg	1d10	
SPECIAL ABILITIES AND LIMITATIONS Horses: 1d6/1d6/1d3				SPECIAL ABILITIES AND LIMITATIONS			

Army Roster Sheet

PLAYER NAME

ARMY

Highlord

BRIGADE

White Dragonarmy

UNIT NAME 7 th Throtyl			UNIT TYPE Regular			UNIT NAME 8 th Throtyl			UNIT TYPE Regular						
AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #5			AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #6			HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Hobgoblins			
MV 9	SIZE M	MR%	PPD	P/P	RSW	BW	SP	MV 9	SIZE M	MR%	PPD	P/P	RSW	BW	SP 17
AR 18	AR Modifiers			AR 18	AR Modifiers			ML 9	ML Modifiers						
DL 10	Wpn/Dmg 1d8			DL 10	Wpn/Dmg 1d8										
SPECIAL ABILITIES AND LIMITATIONS						SPECIAL ABILITIES AND LIMITATIONS									
UNIT NAME 9 th Throtyl			UNIT TYPE Regular			UNIT NAME 10 th Throtyl			UNIT TYPE Regular						
AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #7			AC 5	#FIG 6	UNIT COMMANDER/DEPUTY #8			HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS Hobgoblin			
MV 9	SIZE M	MR%	PPD	P/P	RSW	BW	SP	MV 9	SIZE M	MR%	PPD	P/P	RSW	BW	SP 17
AR 18	AR Modifiers			AR 18	AR Modifiers			ML 9	ML Modifiers						
ML 9	ML Modifiers			DL 10	Wpn/Dmg 1d8										
DL 10	Wpn/Dmg 1d8			DL 10	Wpn/Dmg 1d8										
SPECIAL ABILITIES AND LIMITATIONS						SPECIAL ABILITIES AND LIMITATIONS									

Army Roster Sheet

PLAYER NAME

ARMY Whitestone

BRIGADE Phalanx 2

UNIT NAME Knights of the Rose		UNIT TYPE Elite Hvy. Cavalry		UNIT NAME Rose Cavalry		UNIT TYPE Elite Light Cavalry	
AC 2	#FIG 4	UNIT COMMANDER/DEPUTY #5		AC 4	#FIG 8	UNIT COMMANDER/DEPUTY #6	
HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS 8 th /Human/Ftr.		HD/fig 40	RATIO 10:1	LEVEL/RACE/CLASS 4 th /Human/Ftr.	
MV 12/18	SIZE Cav.	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13
AR 19	AR Modifiers -2 with swords (+2 swords)		AR 18	AR Modifiers			
ML 15	ML Modifiers		ML 14	ML Modifiers			
DL 15	Wpn/Dmg Swords 1d8/1d12 Lances 1d4 + 1d6 / 3d6		DL 13	Wpn/Dmg Swords 1d8/1d12 Lances 1d8/2d6			
SPECIAL ABILITIES AND LIMITATIONS Horses: 1d8/1d8/1d3				SPECIAL ABILITIES AND LIMITATIONS Horses: 1d6/1d6/1d3			
UNIT NAME Copper Riders		UNIT TYPE Elite Dragon Cavalry		UNIT NAME Silver Riders		UNIT TYPE Elite Dragon Cavalry	
AC 1	#FIG 2	UNIT COMMANDER/DEPUTY #7		AC -1	#FIG 3	UNIT COMMANDER/DEPUTY #8	
HD/fig 40	RATIO 5:1	LEVEL/RACE/CLASS 8 th /Human/Ftr. 8-HD Copper Dragons		HD/fig 20	RATIO 2:1	LEVEL/RACE/CLASS 10 th /Human/Ftr. 10-HD Silver Dragons	
MV 9/24	SIZE L	MR% 0	PPD 10	P/P 11	RSW 12	BW 12	SP 13
AR 19	AR Modifiers -2 when Dragonlances used		AR 22	AR Modifiers -2 when Dragonlances used			
ML 14	ML Modifiers		ML 14	ML Modifiers			
DL 12	Wpn/Dmg Dragonlances: 16d6		DL 12	Wpn/Dmg Dragonlances 20d6			
SPECIAL ABILITIES AND LIMITATIONS Dragons: 1d4/1d4/5d4 Breath: Acid (2 ¹ / ₃ " x 1 ¹ / ₆ ") Slow (1" x 2 ¹ / ₃ ")				SPECIAL ABILITIES AND LIMITATIONS Dragons: 1d6/1d6/5d6 Breath: Frost (2 ¹ / ₃ " x 1") Paralysis (1 ¹ / ₃ " x 1 ¹ / ₃)			

Army Roster Sheet

PLAYER NAME

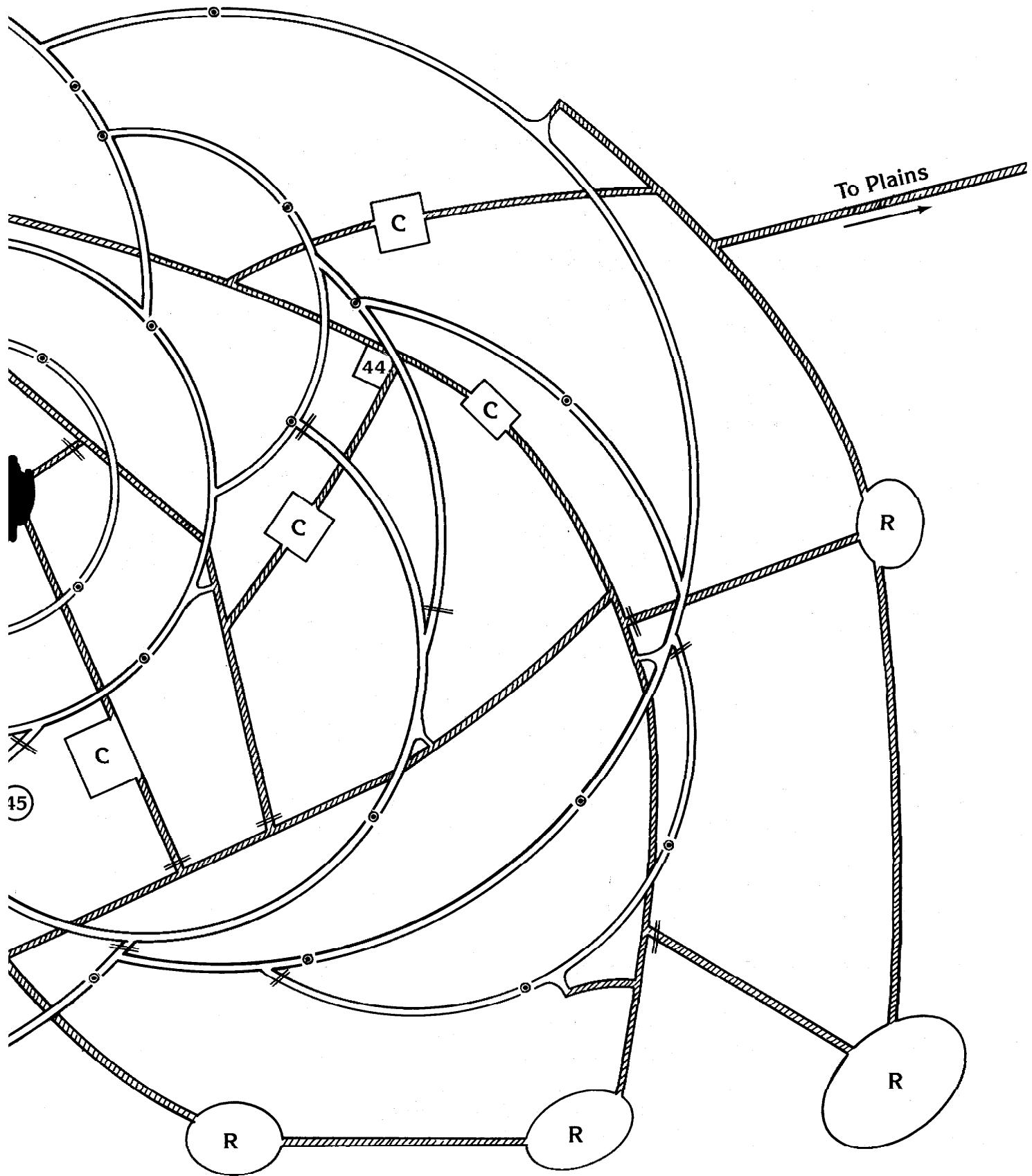
ARMY

Whitestone

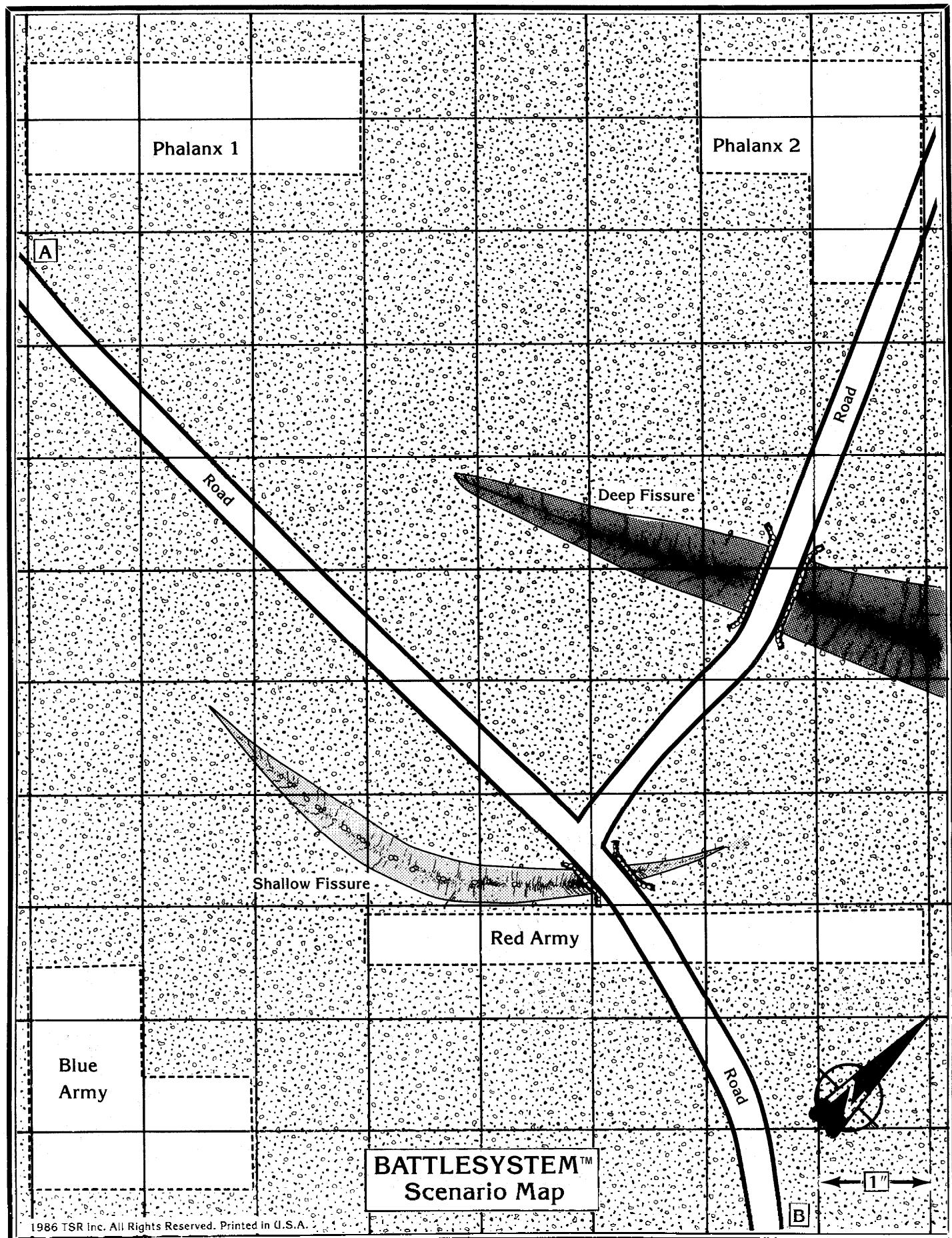
BRIGADE

Phalanx 2

UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE	
1 st Thorbardin		Regular		2 ^d Thorbardin		Regular	
AC 2	#FIG 10	UNIT COMMANDER/DEPUTY #9		AC 3	#FIG 10	UNIT COMMANDER/DEPUTY #10	
HD/fig 30	RATIO 10:1	LEVEL/RACE/CLASS 3 ^d / Dwarf / Ftr.		HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS 2 ^d / Dwarf / Ftr.	
MV 6	SIZE M	MR%	PPD	P/P	RSW	BW	SP
AR 16	AR Modifiers		AR 17	AR Modifiers			
ML 14	ML Modifiers		ML 14	ML Modifiers			
DL 15	Wpn/Dmg Axes 1d8/1d8		DL 15	Wpn/Dmg Axes 1d8/1d8			
SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS			
UNIT NAME		UNIT TYPE		UNIT NAME		UNIT TYPE	
3 ^d Thorbardin		Regular		Solamnian Irregular		Mob	
AC 3	#FIG 10	UNIT COMMANDER/DEPUTY #11		AC 7	#FIG 10	UNIT COMMANDER/DEPUTY #12	
HD/fig 20	RATIO 10:1	LEVEL/RACE/CLASS 2 ^d / Dwarf / Ftr.		HD/fig 10	RATIO 10:1	LEVEL/RACE/CLASS 0 th / Human / Ftr.	
MV 6	SIZE M	MR%	PPD	P/P	RSW	BW	SP
AR 17	AR Modifiers		AR 21	AR Modifiers			
ML 14	ML Modifiers		ML 9	ML Modifiers			
DL 15	Wpn/Dmg Axes 1d8/1d8		DL 8	Wpn/Dmg Pitchforks 1d6/1d6			
SPECIAL ABILITIES AND LIMITATIONS				SPECIAL ABILITIES AND LIMITATIONS			



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Player Characters

Laurana



Tanis



GilThanas



goldmoon



elSTAN



Caramon



derek Crownguard



Riverwind



aaron Tallbow



Raistlin



flint fireforge



Tika Waylan



Sturm BrightBlade



Serinda



Tasslehoff Burrfoot



kronn



Player Characters

Listed after each PC's name are the languages spoken. All PCs speak common in addition to those listed. The weapons and armor category lists only magical equipment; players can round out the equipment subject to the DM's discretion.

Name	ST	IN	WI	DX	CN	CH	AL	hp	AC	Class/Level	Weapons/Armor	Languages
Aaron Tall bow (human)	15	14	10	18	12	16	LG	60	-5	Ftr 11	plate mail +2 shield +1 longsword +3 longbow +1	Solamnic, Qualinesti, Ergothic, Kender
Caramon (human)	18/63	12	10	11	17	15	LG	95	-1	Ftr 12	plate mail +1 shield +2 longsword +1	Plainsman
Derek Crownguard (human)	17	12	11	13	16	12	LG	79	1	Ftr 12	plate mail +2 2hand sword +2	Ergothic, Solamnic Qualinesti,
Elistan (human)	13	14	17	12	12	16	LG	55	-1	Clr 12	plate mail +2 shield +1 mace +2	Qualinesti, Seeker
Flint Fireforge (dwarf)	17	7	12	10	18	13	NG	77	-2	Ftr 8	plate mail +3 shield +1 dwrf hammer +3 2 hnd axes +1	Hill dwarf
Gilthanas (elf)	12	14	10	16	12	13	CG	30	-6	Ftr5 / MU9	plate mail +4 shield +2 longsword +3	Qualinesti, Silvanesti
Goldmoon (human)	12	12	16	14	12	17	LG	46	-3	Clr 11	clk prtect +3 stf stk/curing shield +2	Qualinesti, Hill dwarf, Plainsman
Kronn (kender)	16	10	8	15	16	12	N	42	5	Ftr4/Thf8	leather arm +3 btl axe +2	Kender, Goblin, Ogre
Laurana (elf)	13	15	12	17	14	16	CG	30	-4	Ftr 5	plate mail +2 shortsword +3 dagger +1	Qualinesti, Silvanesti
Raistlin (human)	10	17	14	16	10	10	N	35	5	MU 11	Staff of Magius (+3 prot; cont. light, fthrfall 1 /day)	Magius, Qualinesti
Riverwind (human)	18/35	13	14	16	13	13	LG	62	0	Rng 11	plate mail +1 longsword +2 dagger +1	Plainsman, Hill dwarf, Qualinesti
Serinda (elf)	9	16	15	13	10	15	LG	28	0	Ftr5 / MU8	clk prtect +3 longsword +3	Silvanesti, Draconian, Qualinesti, Kender
Sturm Brightblade (human)	17	14	11	12	16	12	LG	83	-1	Ftr 13	plate mail +4 2hand sword +3	Qualinesti, Solamnic
Tanis (half-elf)	16	12	13	16	12	15	NG	71	-3	Ftr 11	plate mail +2 shield +2 longsword +2	Qualinesti, Hill dwarf, Plainsman
Tasslehoff Burt-foot (kender)	13	9	12	16	14	11	N	44	1	Thf 12	leather ar +2 ring prot +3 hoopak +2	Kender
Tika Waylan (human)	14	9	12	16	13		NG	60	0	Ftr 10	shield +2 shortsword +2	Plainsman

combined monster statistics chart

NAME	AC	MV	HD	hP	#AT	DMG	SA	SD	AL	THAC0	BOOK	
Bat	8	1"/24"	1/4	2	1	1	Yes	No	N	20	M2-15	
Carriion Crawler	3/7	12"	3+1	18	8	Paral	Yes	No	N	16	M-13	
Crayfish, Giant	4	6" // 12"	4+4	24	2	1d12 / 1d12	No	No	N	15	M-15	
Crocodile, Giant	4	6" // 12"	7	35	2	3d6/2d10 2d20	No	No	N	13	M-15	
Draconians:												
Aurak	0	15"	8	42	2	3-10[x2]	Yes	Yes	LE	12	DL14	
Baat	4	6" / 15" / 18"	2	12	1	1d8	No	Yes	LE(C)	16	DL14	
Bozak	2	DITTO	4	22	1	1d8	Yes	Yes	LE	15	DL14	
Kapak	4	DITTO	3	17	1	1d4	Yes	Yes	LE	16	DL14	
Sivak	1	DITTO	6	31	3	1d6/1d6/2d6	No	Yes	NE	13	DL14	
Dragons (average adult):												
Black	3	12" / 24"	7	35	3	1d4/1d4/3d6	Yes	No	CE	13	M-31	
Blue	2	9" / 24"	9	45	3	1d6/1d6/3d8	Yes	No	LE	12	M-31	
Green	2	9" / 24"	8	40	3	1d6/1d6/2d10	Yes	No	LE	12	M-33	
Red	-1	9" / 24"	10	50	3	1d8/1d8/3d10	Yes	No	CE	10	M-33	
White	3	12" / 30"	6	30	3	1d4/1d4/2d8	Yes	No	CE	13	M-34	
Dragon (huge ancient):												
Red	-1	9" / 24"	11	88	3	1d8/1d8/3d10	Yes	No	CE	10	M-33	
Freedom Fighter	7	12"	3	18	1	1d8	No	No	NG	18	DL14	
Frog, Giant	7	3"/9"	3	16	1	2d4	Yes	No	N	16	M-41	
Froghemoth	2/4/6	2"/18"	16	95	1	5d10	Yes	Yes	N	7	M2-67	
Fungi, Violet	7	1	3	17	1d4	Rot	Yes	No	N	16	M-42	
Gelatinous Cube	8	6"	4	21	1	2d4	Yes	Yes	N	15	M-43	
Ghast	4	15"	4	22	3	1d4/1d4/1d8	Yes	Yes	CE	15	M-43	
Ghoul	6	9"	2	11	3	1d3/1d3/1d6	Yes	Yes	CE	16	M-43	
Giant, Hill	4	12"	8+2	11	1	2d8	Yes	No	CE	12	M-45	
Gladiator	4	9"	4	20	1	1d8	No	No	N	18	DL14	
Gorzaug (Type V Demon)	-7/-5	12"	7+7	41	7	1d8	Yes	Yes	CE	12	M-19	
Green Slime	9	0"	2	10	0	Rot	Yes	Yes	N	16	M-49	
Groaning Spirit	0	15"	7	36	1	1d8	Yes	Yes	CE	13	M-50	
Gully Dwarf	8	12"	4	14	1	1d6	No	Yes	N	15	DL14	
Laborer	9	12"	1	4	1	1d6	No	No	N	20	DL14	
Leech, Giant	9	3"	4	18	1	1d4	Yes	No	N	15	M-60	
Mercenaries	6	9"	2	10	1	1d8	No	No	NE	20	DL14	
Merchant	10	12"	1	5	1	1d4	No	No	N	20	DL14	
Minotaur	6	12"	6+3	33	1	1d10	No	Yes	CE	13	M-71	
Mobat	7	3"/15"	4	19	1	2d4	Yes	Yes	NE	15	M2-15	
Mold, Brown	9	0"	NA	NA	0	0	Yes	Yes	N	NA	M-71	
Mold, Yellow	9	0"	NA	NA	1	1d8	Yes	Yes	N	Spc	M-71	
Officer	3	9"	7	37	1	1d8+2	No	No	LE	f2	DL14	
Ogre		9"	4+1	26	1	1d10	No	No	CE	15	M-75	
Pedipalp, huge	4	9"	2+2	14	3	1d6/1d6/1d8	Yes	No	N	16	M2-100	
Rat, Giant	7	12" / 6"	1/2	3	1	1d3	Yes	No	N	20	M-81	
Skeleton	7	12"	1	5	1	1d6	No	Yes	N	19	M-87	
Slave	10	12"	1	3	1	1d4	No	No	N	20	DL14	
Snake, Gi. Constr.	5	9"	6+1	31	2	1d4/2d4	Yes	No	N	13	M-88	
Troll	4	12"	6+6	37	3	5-8/5-8/12d6	Yes	Yes	CE	13	M-97	
Trollop	9	12"	1	4	1	1d6	No	No	N	20	DL14	
Vampire	1	12" / 18"	8+3	42	1	1d6+4	Yes	Yes	CE	12	M-99	
Wight	5	12"	4+3	27	1	1d4	Yes	Yes	LE	15	M-100	
Witherweed	8	0"	3	16	1d12 + 12	Spc	Yes	Yes	N	16	FF-95	
Wraith	4	12" / 24"	5+3	26	1	1d6	Yes	Yes	LE	15	M-102	
Yellow Musk Creeper		0"		3	15	2d6	Spc	Yes	Yes	N	16	FF-97
Zombie	8	6"	2	11	1	1d8	No	No	N	16	M-103	

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